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FRONT MISSION 2089 Border of Madness @wiki

Mission01

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PILOT

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Arm R •
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• Item

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• IntermissionÿHQÿMercenary Barracks • Mission01
ÿMapÿPartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain
		OTHERS	Yuji / Peter / Matt / Gabriel

Headquarters

• Conversation

Event ÿ Mission01 Combat Training 1

Mercenary Barracks

• Talk to Yuji

ÿ Learn how to use the hangar, facilities, and battles

Mission01

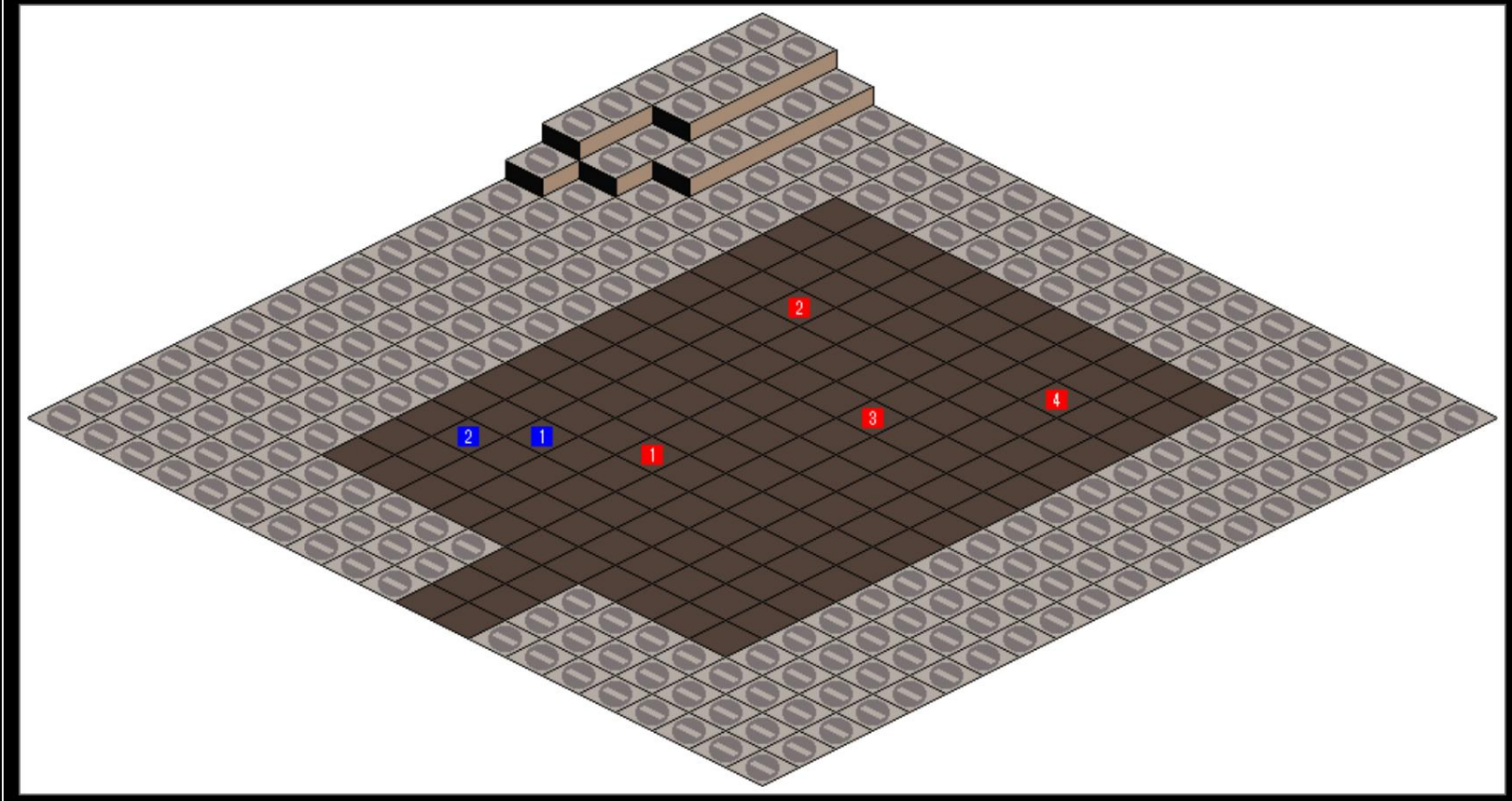
Mission 01 Combat Training 1	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$1000		
	Select the unit to be deployed (from the second round onwards)	Storm/Rain	
		Selective sortie	

map

• Mission04-05
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terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	Wasteland "Daytime"	8%	3		2	3	2



- Use Repair S before a part is destroyed.

Up

• Mission 51
Epilog

others
• Parts availability list
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Up

Number of hits

Currently 1	
Today 3	
Yesterday 0	
Total: 689	

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Parts available

• none

Up

Ally

No.	Name	PILOT State	PILOT Level Fight	PILOT Level Short	PILOT Level Long	PILOT Level Agility	PILOT Exp. Fight	PILOT Exp. Short	PILOT Exp. Long	PILOT Exp. Agility	PILOT Skill	MACHINE Name	MACHINE Attribute HP	MACHINE Body	MACHINE L. Arm	MACHINE R. Arm	MACHINE Legs	MACHINE Move	WEAPON Body	WEAPON L.Grip	WEAPON R.Grip	WEAPON L. Shoulder	WEAPON R. Shoulder	WEAPON Attribute Bullet Range	ITEM	Chiamu Reason for
1	Storm	3	9	9	9	9	0	200	0	200	--- --- --- --- ---	WOLF HEAD	Penetration	33 ---	24 ARM PUNCH Impact -	24 SIEGE Penetration -	26 ---	15	---					1-1 1-1	Repair S Repair S Repair S Repair S	-
2	Rain	1	9	9	9	9	0	0	0	0	--- --- --- --- ---	BLUE IRIS	Penetration	33 ---	24 ARM PUNCH Impact -	24 SIEGE Penetration -	26 ---	15	---					1-1 1-1	Repair S Repair S Repair S Repair S	306

Up

enemy

No.	Name	PILOT State	PILOT Level Fight	PILOT Level Short	PILOT Level Long	PILOT Level Agility	PILOT Exp. Fight	PILOT Exp. Short	PILOT Exp. Long	PILOT Exp. Agility	PILOT Skill Name	MACHINE Attribute HP	MACHINE Body	MACHINE L. Arm	MACHINE R. Arm	MACHINE Legs	MACHINE Move	WEAPON Body	WEAPON L.Grip	WEAPON R.Grip	WEAPON L. Shoulder	WEAPON R. Shoulder	WEAPON Attribute Bullet Range	enemy Attack Break Bo Na vinegar
1	Soldier	1	9	9	9	9	0	0	0	0	--- --- --- --- ---	CALM	-	twenty four ---	19 ARM PUNCH Impact -	19 ARM PUNCH Impact -	[illegible] ---	14	---					1-1 1-1	190
2	Soldier	1	9				0				--- --- ---	CALM	-	twenty four ---	16 GUST MG penetration -								1-1	185

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
- Mission 49
- Mission 48
- Mission 47

No.	Name	PILOT						MACHINE				WEAPON					
		Level					Skill Name		Attribute HP								
		State	Fight	Exp.	Fight				Body			Body					
			Short		Short				L. Arm			L.Grip					
			Long		Long				R. Arm			R.Grip	Attribute	Bullet	Range		
			Agility		Agility				Legs			L. Shoulder					
									Move			R. Shoulder					
		9		0		---				16	GUST MG penetration -				1-1		
		9		0		---					---						
		9		0					14			---					
3.	Soldier	1				---		CALM	-		twenty four ---					185	
		9		0		---				16	GUST MG penetration -				1-1		
		9		0		---				16	GUST MG penetration -				1-1		
		9		0		---					---						
		9		0					14			---					
4.	Soldier	1				---		CALM	-		twenty four ---					190	
		9		0		---				19	ARM PUNCH Impact -				1-1		
		9		0		---				19	ARM PUNCH Impact -				1-1		
		9		0		---					---	PIZ-3	Blazing Heat	3	3-4		
		9		0					12			---					

Up

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Mission02

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Back Pack •
Large mobile weapon

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• Intermission | Mercenary Barracks | Headquarters | Hangar •

Mission 02 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	After talking to Rain at the headquarters, you can move there.		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain
		OTHERS	Yuji / Peter / Matt / Gabriel
	Hangar	Weapons/Parts/Add Items	

Mercenary Barracks

• Talk to Rain

ÿ Choices have no effect on events

Headquarters

• Conversation

Event ÿ Mission 02 Combat Training 2

Hangar

ÿShopÿ

Mission02

Mission 02 Combat Training 2	Victory Conditions: Shoot down all enemies or reach point B	
	Defeat Condition: Shoot down the Storm plane	
	Operation Reward	H$1000

• Mission04-05
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	Select the unit to be deployed (from the second round onwards)	Storm	
		Selective sortie	

• If you shoot down an enemy unit, you will not receive any bonus for destroying it, but you will be charged for repairs.

ÿ If you destroy anything other than the body and remove it from the mission, you will not be charged for repairs.

¥0
スマホでも閲覧可能！
ユーザー登録はもちろん無料
ゲーム攻略サイトをつくるなら
アットウィキでしょ！
さっそくつくってみる
WIKI!

map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire	
	Wasteland "Daytime"	8%	3		2	3	2

• Mission51 •
Epilog

Others •
List of parts available
• Notes
• Tips and tricks

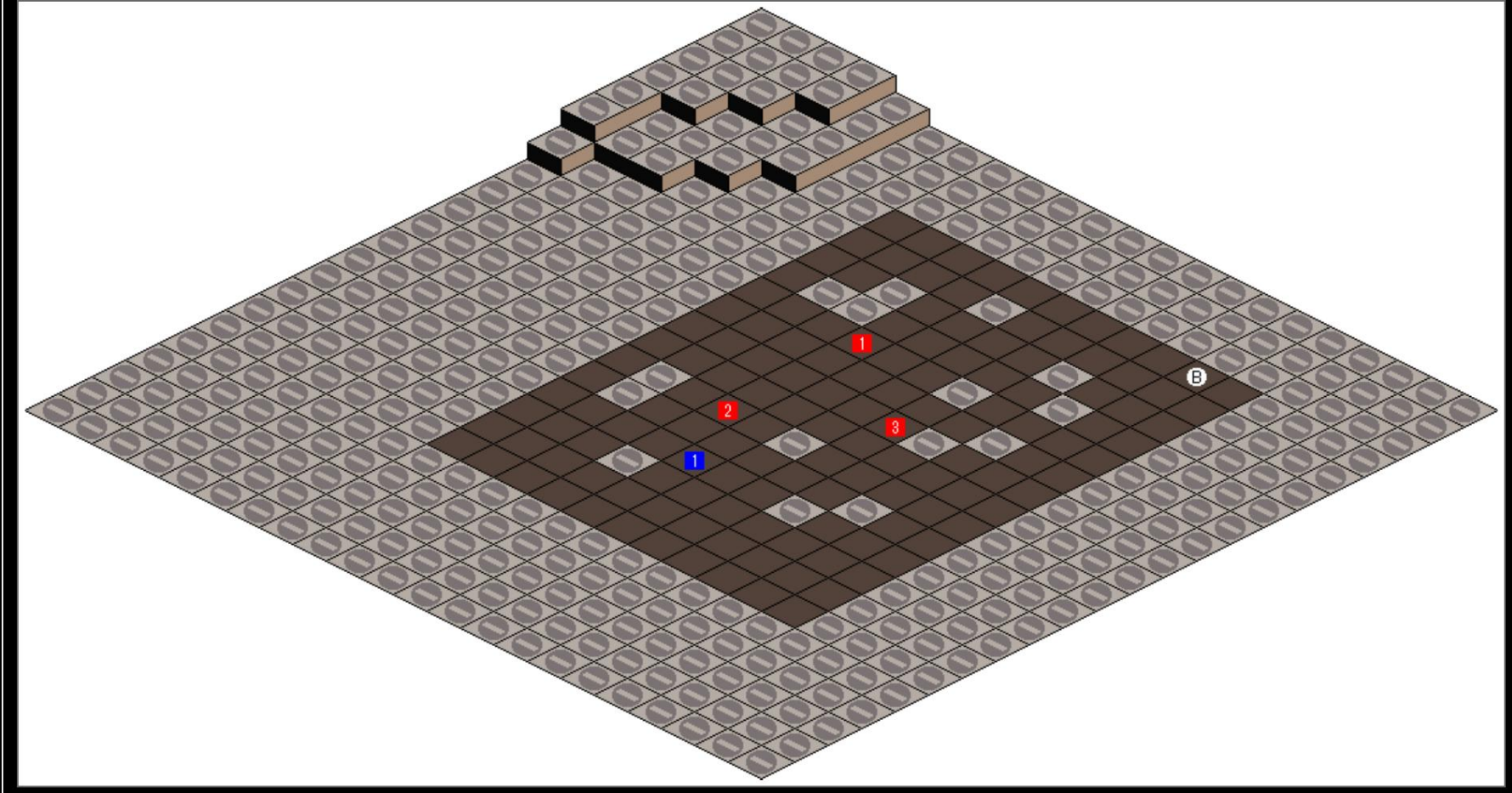
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Number of hits

Currently	1
Today	1
Yesterday	0
Total:	526

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• Shoot down an enemy unit or destroy any parts other than the body? Storm will then give you setup advice. ÿ After the explanation, the enemy unit will be removed from the mission. ÿ Enemy 3 will only be removed if it is shot down? Explanation given.

Up

Parts available

• none

Up

- Arena/Opponent M-43
- ÿ51

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- Epilog
- Mission 51
- Mission 50
- Mission 49
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- Mission 47

Ally

No.	PILOT						MACHINE				WEAPON					ITEM		
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range						for
		State	Fight	Exp.	Fight					L. Arm	L.Grip							
			Short		Short					R. Arm	R.Grip							
			Long		Long					Legs	L. Shoulder							
			Agility		Agility			Move			R. Shoulder							
1.	Storm						WOLF HEAD											-

Up

enemy

No.	PILOT						MACHINE				WEAPON							
	Name	Level				Skill Name		Attribute HP		Body	Body	Attribute Bullet Range						for
		State	Fight	Exp.	Fight					L. Arm	L.Grip							
			Short		Short					R. Arm	R.Grip							
			Long		Long					Legs	L. Shoulder							
			Agility		Agility			Move			R. Shoulder							
1.	Rick	1				---	CALM	-	twenty four ---									
		9	Five			---			19 F-1 TONFA Impact -						1-1			
		9	Five			---			19 ARM PUNCH Impact -						1-1		- 253	
		9	Five			---			twenty one		---							
		9	Five			---		13			---							
2.	Soldier	1				---	CALM	-	twenty four ---									
		9	0			---			19 SIEGE			Penetration -			1-1			
		9	0			---			19 ARM PUNCH Impact -						1-1		- 253	
		9	0			---			twenty one		---							

No.	PILOT						MACHINE				WEAPON						
	Name	Level				Skill Name		Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack Break Bo , Na vinegar	Osamu Reason Expenses for	
		State	Fight	Exp.	Fight					L. Arm	L.Grip						
			Short		Short					R. Arm	R.Grip						
			Long		Long					Legs	L. Shoulder						
			Agility		Agility			Move			R. Shoulder						
		9		0				13			---						
3. Soldier		1				--- --- --- --- ---	CALM	-		twenty four ---					- 253		
		9		0						19 ARM PUNCH Impact -			1-1				
		9		0						19 ARM PUNCH Impact -			1-1				
		9		0						twenty one	PIZ-3	Blazing Heat	3	3-4			
		9		0				12			---						

Up

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Back Pack •
Large mobile weapon

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• IntermissionÿMercenary BarracksÿHeadquarters •
Mission03ÿMapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	After talking to Rain at the headquarters, you can move there.		
	Mercenary Barracks	TEAM MEMBERS Storm / Rain	
		OTHERS	Yuji / Sana / Peter / Matt / Gabriel
	Hangar		

Mercenary Barracks

• Talk to Rain

Headquarters

• Conversation

Event ÿ Mission 03 Combat Training 3

Mission03

Mission 03 Combat Training 3	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$1000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selective sortie	

map

• Mission04-05

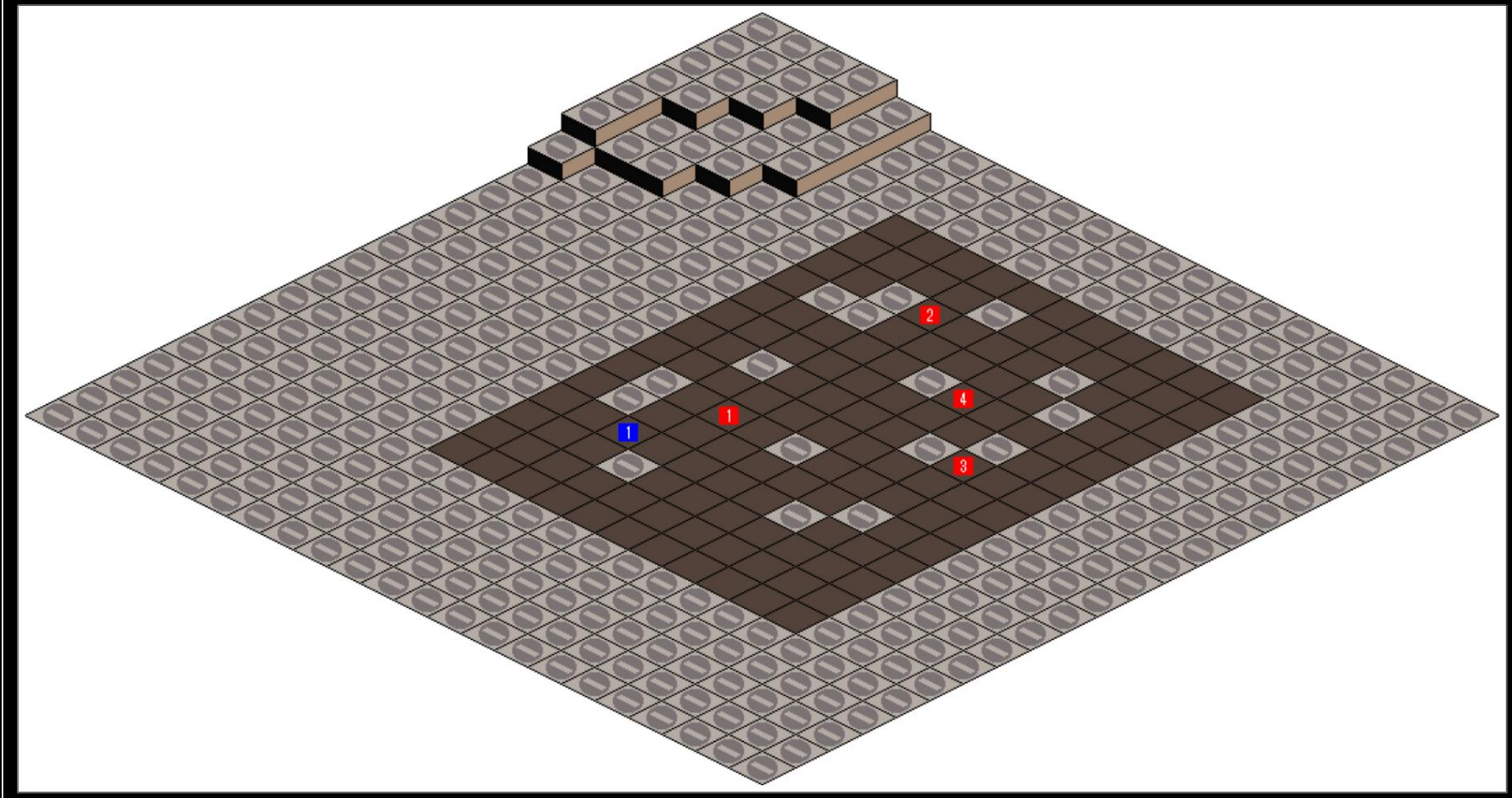
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terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	Wasteland "Daytime"	8%	3		2	3	2



- Stay at the starting point and shoot down approaching enemy units.

Up

• Mission 51
Epilog

others
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Number of hits

Currently 1	
Today 1	
Yesterday 0	
Total 589	

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ÿ16
2016-03-18

Parts available

• none

Up

Ally

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP		Body	WEAPON Body	Attribute Bullet Range			ITEM	Osamu Reason for
			Short		Short					L. Arm	L.Grip					
			Long		Long					R. Arm	R.Grip					
			Agility		Agility			Move		Legs	L. Shoulder					
											R. Shoulder					
1.	Storm						WOLF HEAD									-

Up

enemy

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill Name	MACHINE	Attribute HP		Body	WEAPON Body	Attribute Bullet Range			enemy Attack Break Bo Na weapon
			Short		Short					L. Arm	L.Grip				
			Long		Long					R. Arm	R.Grip				
			Agility		Agility			Move		Legs	L. Shoulder				
											R. Shoulder				
1.	Attacker	1				---		-	twenty four ---						190
		9	Pwr			---	CALM		19 SIEGE		Penetration -			1-1	
		9	Pwr			---			19 ARM PUNCH	Impact -				1-1	
		9	Pwr			---			twenty one		---				
		9	Pwr			---		13			---				
2	Champ	1				--CALM		-	twenty four ---						190

- Arena/Opponent M-43
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No.	Name	PILOT							MACHINE				WEAPON							
		Level						Skill Name		Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack Break	Bo	Na
		State	Fight	Exp.	Fight							L. Arm	L.Grip						
			Short		Short							R. Arm	R.Grip						
			Long		Long							Legs	L. Shoulder						
			Agility		Agility					Move			R. Shoulder						
		9					---				19		ARM PUNCH	Impact	-			1-1	
		9					---				19		ARM PUNCH	Impact	-			1-1	
		9					---						---						
		9					---			14			---						
3.	Tornado	1					---		CALM	-	twenty four		---						190
		9					---				19		SIEGE	Penetration	-			1-1	
		9					---				19		ARM PUNCH	Impact	-			1-1	
		9					---						---						
		9					---			13			---						
4.	Oddeye	1					---		CALM	-	twenty four		---						190
		9					---				19		ARM PUNCH	Impact	-			1-1	
		9					---				19		ARM PUNCH	Impact	-			1-1	
		9					---						PIZ-3	Blazing Heat	3			3-4	
		9					---			12			---						

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intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain / Champ / Odd Eye
		OTHERS	Yuji / Tornado / Peter / Matt / Gabriel
	Hangar Weapon/Part Addition		
	Arena	Opponent	Sazaland / Rudensky / Jorg / Alexander / Adam / Adam
		Stakes	0 / 50 / 100 / 300 / 500

Headquarters

• Conversation

events ÿ ChoicesÿRoute branching

Scouting Unit Assault	Mission 04A Scouting Unit Assault
Sniper Mission 04B	Sniper Operation

Hangar

ÿShopÿ

Mission04A

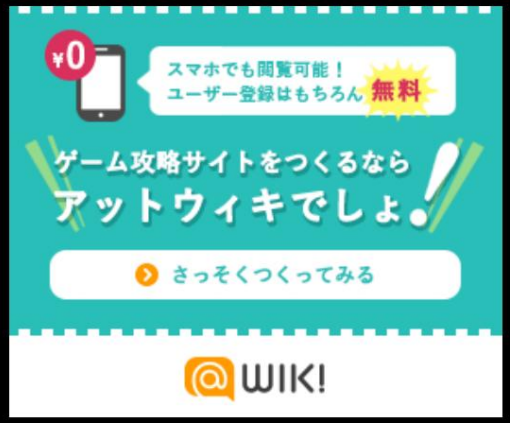
Mission 04A Reconnaissance Unit Assault	Victory Condition:	Defeat all enemies
	Defeat Condition:	Shoot down the Storm plane
	Operation Reward	H$1000

• Mission04-05
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	Select the unit to be deployed (From the second lap onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye	

• If even one enemy unit reaches point B, the operation will fail, but the mission will be cleared.

ÿ If any enemy units remain, they will all retreat and the enemy destruction bonus will be reduced.



map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	No entry	0%	-		-	-	-
	Grassland (Road) "Daytime"	8%	3	2	3	2

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	Grassland "Daytime"	8%	3	2	3	2

• Mission51 •
Epilog

Others •
List of parts available
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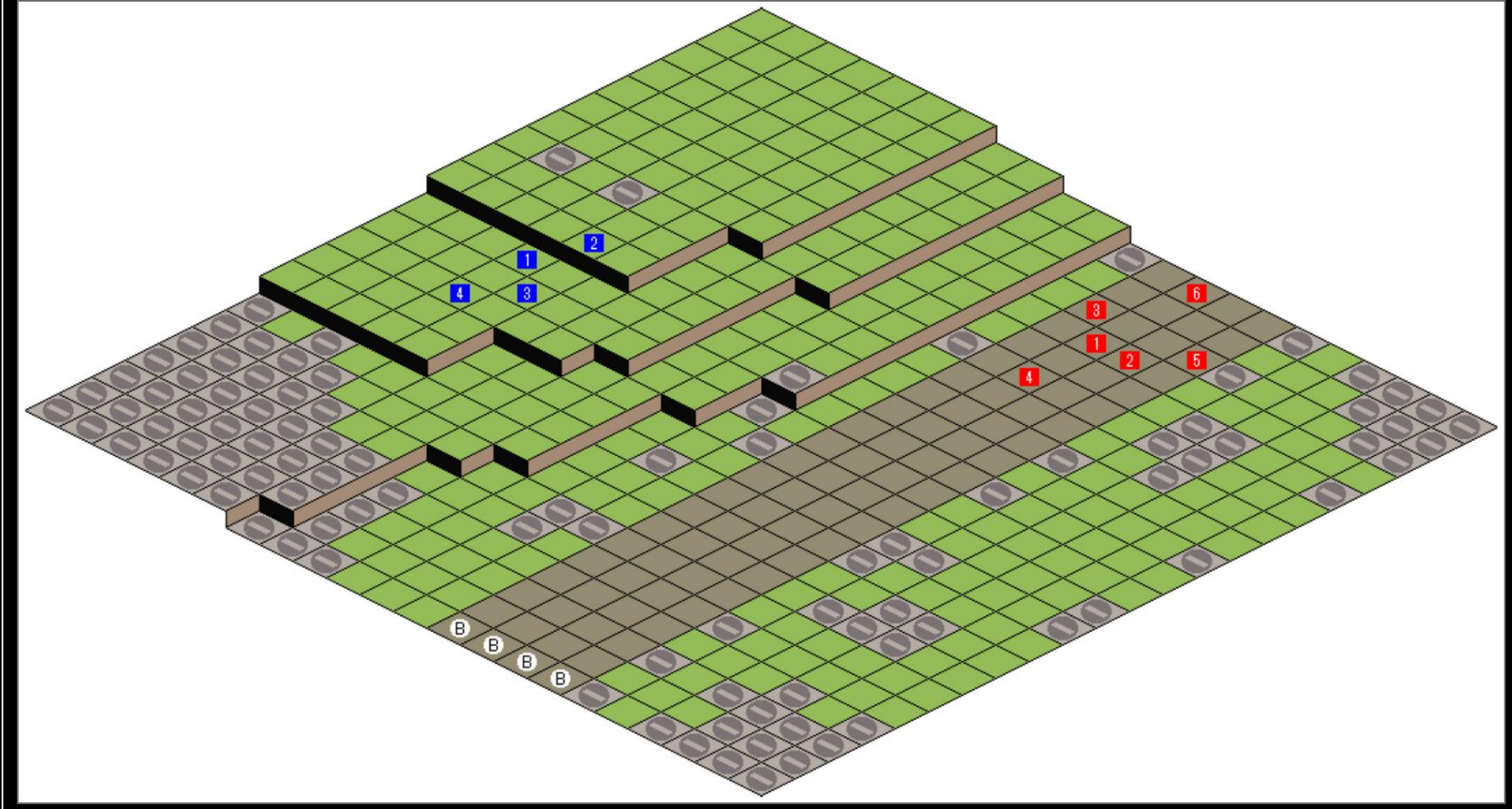
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Up

Number of hits

Currently	1
Today	1
Yesterday	0
Total	909

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• Move to point B, place friendly units at point B and attack.

Up

Parts available

• none

Up

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilog
- Mission 51
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- Mission 49
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- Mission 47

Ally

No.	PILOT							MACHINE				WEAPON					ITEM		
	Name	State	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range						Osamu Reason Expenses for
			Fight	Exp.	Fight						L. Arm	L.Grip							
			Short		Short						R. Arm	R.Grip							
			Long		Long						Legs	L. Shoulder							
			Agility		Agility				Move			R. Shoulder							
1.	Storm							WOLF HEAD											-
2.	Rain							BLUE IRIS											
3.	Oddeye							WILD CAT											
4	Champ							CLAYMORE											

Up

enemy

No.	PILOT							MACHINE				WEAPON						
	Name	State	Level				Skill Name		Attribute HP		Body	Body	Attribute Bullet Range					enemy Attack Break Bo , Na vinegar
			Fight	Exp.	Fight						L. Arm	L.Grip						
			Short		Short						R. Arm	R.Grip						
			Long		Long						Legs	L. Shoulder						
			Agility		Agility				Move			R. Shoulder						
1	Soldier		2				---	Carrier	-		50 ---							312
			9		50		---				-Large Unit- (No Parts)	---						
			9		150		---					---						
			9		50		---					---						
			9		50				6			---						

No.	PILOT						MACHINE				WEAPON				
	Name	Level		State	Exp.	Skill Name		Attribute	HP		Attribute	Bullet	Range		
			Fight							Body					
			Short							L. Arm					
			Long							R. Arm					
			Agility					Move		Legs					
2	Soldier	2				---									
		9		50		---		-	50	---	---				
		9		150		---			-Large Unit- (No Parts)		---				
		9		50		---	Carrier				---				
		9		50		---		6			---				
3	Attacker	2				---									
		9		50		---		-	100	---	---				
		9		150		---			-Large Unit- (No Parts)		SIEGE	Penetration	-	1-1	
		9		50		---	Jeep				---				
		9		50		---		6			---				
4	Attacker	2				---									
		9		50		---		-	100	---	---				
		9		150		---			-Large Unit- (No Parts)		SIEGE	Penetration	-	1-1	
		9		50		---	Jeep				---				
		9		50		---		6			---				
5	Missile	1				---									
		9		Ten		---		-	100	---	---				
		9		Ten		---			-Large Unit- (No Parts)		---				
		9		100		---	Jeep				PIZ-3	Blazing Heat	3	3-4	
		9		50		---		6			---				
6	Missile	1				---									
		9		Ten		---		-	100	---	---				
		9		Ten		---			-Large Unit- (No Parts)		---				
		9		100		---	Jeep				PIZ-3	Blazing Heat	3	3-4	
		9		50		---		6			---				

Up

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Mission04B

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Back Pack •
Large mobile weapon

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intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS Storm / Rain / Champ / Odd Eye	
		OTHERS	Yuji / Tornado / Peter / Matt / Gabriel
	Hangar Weapon/Part Addition		
	Arena	Opponent	Sazaland / Rudensky / Jorg / Alexander / Adam / Adam
		Stakes	0 / 50 / 100 / 300 / 500

Headquarters

• Conversation

events ÿ ChoicesÿRoute branching

Scouting Unit Assault	Mission 04A Scouting Unit Assault
Sniper Mission 04B	Sniper Operation

Hangar

ÿShopÿ

Mission04B

Mission 04B Sniper Operation	Victory Conditions: Destroy the objective and escape	
	Defeat Condition: Storm plane is shot down or a certain number of turns have passed	
	Operation Reward	H$1000

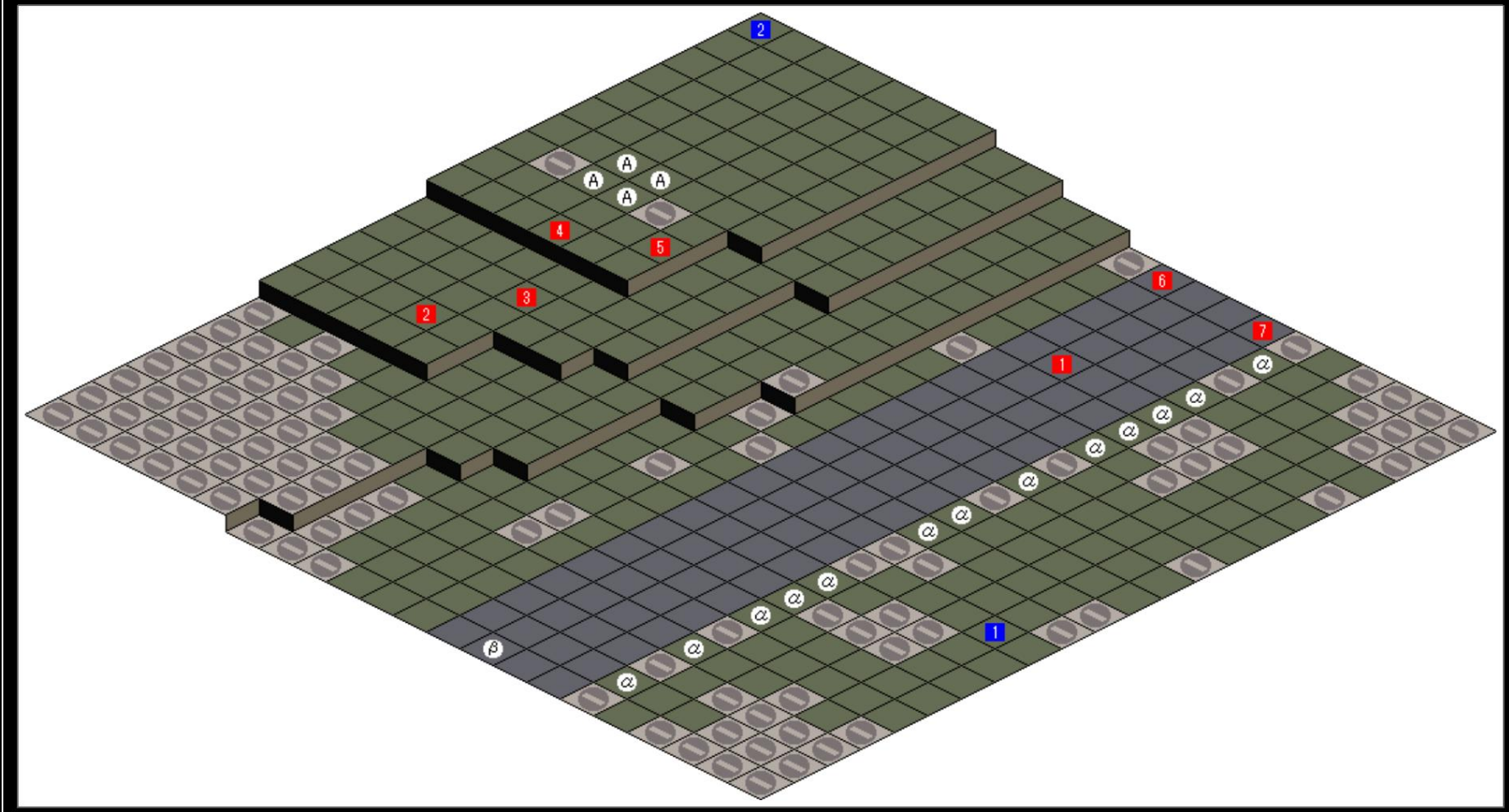
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	Select the unit to be deployed (From the second lap onwards)	Definitely go out	storm
		Selective sortie	

map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	No entry	0%	-		-	-
	Grassland (Road) "Night"	17%	3	2	3	2

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	Grassland "Night"	17%	3	2	3	2



• After moving to the sniping point (map ÿ), the target (enemy 1) is automatically shot, and then a recovery helicopter (ally 2) and four enemy reinforcements (enemy 2-5) appear.

ÿ If the enemy target passes the Storm aircraft when moving to the sniping point, the operation will fail, but the sniping will be completed.

ÿ If the target reaches the movement point (map ÿ) without sniping, the operation will also fail.

If the operation fails, after two turns, two additional enemy reinforcements (enemy 6-7) will appear.

• After completing the sniper shot, move to point A within 10 turns.

• Mission 51
Epilog

others
• Parts availability list
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• Tips and tricks

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Number of hits

Currently	1
Today	1
Yesterday	0
Total:	637

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• You will be surrounded by helicopters, so repair your parts before they are destroyed.
ÿ If destruction is imminent, defend yourself to prevent destruction.

Up

Parts available

• none

Up

Ally

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP		Body	WEAPON Body	Attribute Bullet Range			ITEM	Osamu Reason for
			Short		Short					L. Arm	L.Grip					
			Long		Long					R. Arm	R.Grip					
			Agility		Agility			Move		Legs	L. Shoulder					
											R. Shoulder					
1	Storm						WOLF HEAD									-
2	Helicopter (NPC)	2				---	AAH34a	-	150	---						-
		9	50			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1		
		9	150			---					GRAVE	Penetration	-	1-1		
		9	50			---					PIZ-3	Blazing Heat	3	3-4		
		9	50					18			PIZ-3	Blazing Heat	3	3-4		

Up

enemy

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP		Body	WEAPON Body	Attribute Bullet Range			enemy Attack
										L. Arm	L.Grip				Breaking Bo

- Arena/Opponent M-43 ÿ51

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			Short		Short					R. Arm	R.Grip					Na
			Long		Long					Legs	L. Shoulder					
			Agility		Agility				Move		R. Shoulder					
1	Soldier	2				---	Armored Car	-	50	---						312
		9	50			---			-Large Unit- (No Parts)		---					
		9	150			---					GRAVE	Penetration	-	1-1		
		9	50			---					---					
		9	50						6		---					
2. Helicopter		2				---	Scout Heli	-	70	---						450
		9	50			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1		
		9	150			---					GRAVE	Penetration	-	1-1		
		9	50			---					PIZ-3	Blazing Heat	3	3-4		
		9	50						20		PIZ-3	Blazing Heat	3	3-4		
3. Helicopter		2				---	Scout Heli	-	70	---						450
		9	50			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1		
		9	150			---					GRAVE	Penetration	-	1-1		
		9	50			---					PIZ-3	Blazing Heat	3	3-4		
		9	50						20		PIZ-3	Blazing Heat	3	3-4		
4. Helicopter		2				---	Scout Heli	-	70	---						450
		9	50			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1		
		9	150			---					GRAVE	Penetration	-	1-1		
		9	50			---					PIZ-3	Blazing Heat	3	3-4		
		9	50						20		PIZ-3	Blazing Heat	3	3-4		
5. Helicopter		2				---	Scout Heli	-	70	---						450
		9	50			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1		
		9	150			---					GRAVE	Penetration	-	1-1		
		9	50			---					PIZ-3	Blazing Heat	3	3-4		
		9	50						20		PIZ-3	Blazing Heat	3	3-4		
6. Helicopter		2				---	Scout Heli	-	70	---						450
		9	50			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1		
		9	150			---					GRAVE	Penetration	-	1-1		
		9	50			---					PIZ-3	Blazing Heat	3	3-4		
		9	50						20		PIZ-3	Blazing Heat	3	3-4		
7. Helicopter		2				---	Scout Heli	-	70	---						450
		9	50			---			-Large Unit-		GRAVE	Penetration	-	1-1		

		9	150	---			(No Parts)		GRAVE	Penetration -		1-1		
		9	50	---					PIZ-3	Blazing Heat	3	3-4		
		9	50			20			PIZ-3	Blazing Heat	3	3-4		

Up

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Mission05A

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Shoulder

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Body •
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Arm R •
Legs •
Back Pack •
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intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain / Champ / Odd Eye
		OTHERS	Yuji / Ellen / Peter / Matt / Gabriel
	Hangar Add	Weapon	
	Arena	Opponent	Sazaland / Rudensky / Jorg / Alexander / Adam / Adam
		Stakes	0 / 50 / 100 / 300 / 500

Headquarters

• Conversation Event

ÿ Mission05A Pursuit of the Transport Vehicle

Hangar

ÿShopÿ

Mission05A

Mission 05A Transport Chase	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$1000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye	

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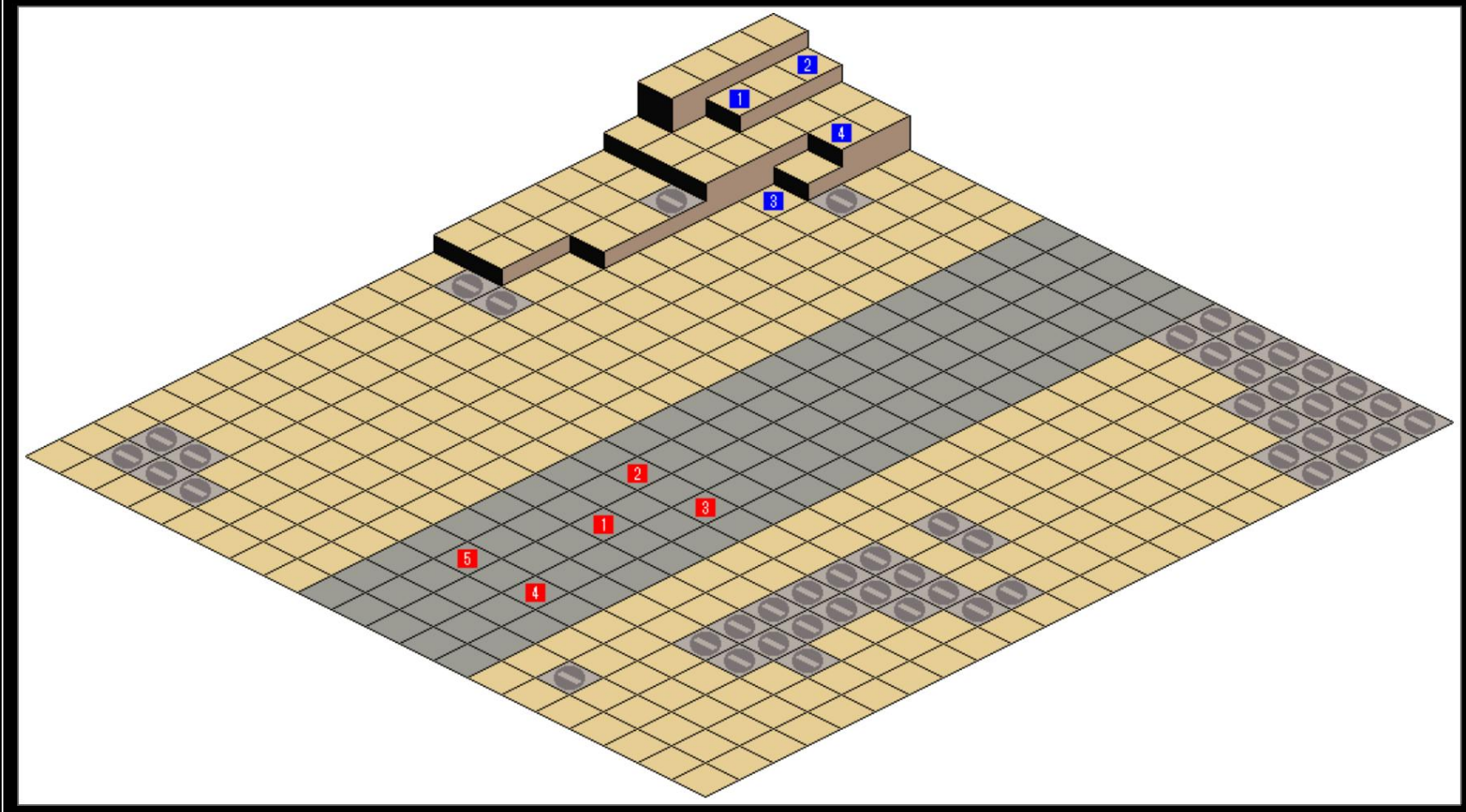
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• The dialogue after clearing the mission will change depending on whether or not you triggered the reinforcement event.

map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	No entry	0%	-		-	-	-
	Desert (Road) "Day"	3%	Four	2	2	3

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	Desert "Day"	3%	Four	2	2	3



• After 2 turns, if the transport (enemy 4) has not been destroyed, enemy reinforcements (enemy 6-7) will appear from each transport.

ÿ 1 vehicle (enemy 6) to the upper right of the transport vehicle (enemy 4)

ÿ 1 vehicle (enemy 7) to the upper right of the transport vehicle (enemy 5)

ÿ If you shoot down the transport vehicle (enemy 4) but not the transport vehicle (enemy 5), reinforcements will not appear after the reinforcement appearance event occurs.

ÿ It seems to be a bug, but it doesn't seem to affect the gameplay, so you can continue playing.

ÿ If you shoot down the transport vehicle (enemy 5) but not the transport vehicle (enemy 4), reinforcements will appear after the reinforcement appearance event occurs.

• You can earn experience points by using enemy unit supply cars.

• Mission 51
Epilog

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Number of hits

Currently	1
Today	1
Yesterday	0
Total:	788

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Up

Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Clear Reward:	Shoulder BONE	Shoulder BONE+1	Shoulder BONE+2

Up

Ally

No.	PILOT						MACHINE				WEAPON					ITEM		
	Name	State	Level			Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range						for
			Fight	Exp.	Fight					L. Arm	L.Grip							
			Short		Short					R. Arm	R.Grip							
			Long		Long					Legs	L. Shoulder							
			Agility		Agility			Move			R. Shoulder							
1.	Storm						WOLF HEAD											-
2.	Rain						BLUE IRIS											
3.	Oddeye						WILD CAT											
4	Champ						CLAYMORE											

Up

enemy

No.	PILOT						MACHINE				WEAPON					
	Name	State	Level			Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
			Fight	Exp.	Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					

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		Agility	Agility		Move		R. Shoulder				
1	Soldier	2		---	Armored Car	-	50	---			
		9	50	---			-Large Unit- (No Parts)		GRAVE	Penetration -	1-1
		9	150	---					---		
		9	50	---					---		
		9	50	---		6			---		
											312
2. Soldier		2		---	Armored Car	-	50	---			
		9	50	---			-Large Unit- (No Parts)		GRAVE	Penetration -	1-1
		9	150	---					---		
		9	50	---					---		
		9	50	---		6			---		
											312
3. Soldier		2		---	Armored Car	-	50	---			
		9	50	---			-Large Unit- (No Parts)		GRAVE	Penetration -	1-1
		9	150	---					---		
		9	50	---					---		
		9	50	---		6			---		
											312
4. Soldier		2		---	Carrier	-	50	---			
		9	50	---			-Large Unit- (No Parts)		---		
		9	150	---					---		
		9	50	---					---		
		9	50	---		6			---		
											312
5. Soldier		1		---	Carrier	-	50	---			
		9	Ten	---			-Large Unit- (No Parts)		---		
		9	Ten	---					---		
		9	100	---					---		
		9	50	---		6			---		
											312
6 Missile		1		---	ZOLA	-	30	---			
		9	Ten	---			22 ARM PUNCH Impact -				1-1
		9	Ten	---			22 ARM PUNCH Impact -				1-1
		9	100	---			24 PIZ-3	Blazing Heat	3		3-4
		9	50	---		16	MGR-IB	Blazing Heat	2		3-5
											230
7 Missile		1		---	ZOLA	-	30	---			
		9	Ten	---			22 ARM PUNCH Impact -				1-1
		9	Ten	---			22 ARM PUNCH Impact -				1-1
		9	100	---			24 PIZ-3	Blazing Heat	3		3-4
											230

		9	50			16	MGR-IB	Blazing Heat	2	3-5	

Up

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Mission05B

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PILOT

SKILLS

WEAPON •
Grip •
Shoulder

PARTS •
Computer •
Body •
Arm L •
Arm R •
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Back Pack •
Large mobile weapon

ITEM
• Item

MISSION •
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• Intermission | Command Center | Hangar •
Mission05B | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain / Champ / Odd Eye
		OTHERS	Yuji / Ellen / Peter / Matt / Gabriel
	Hangar Add	Weapon	
	Arena	Opponent	Sazaland / Rudensky / Jorg / Alexander / Adam / Adam
		Stakes	0 / 50 / 100 / 300 / 500

Headquarters

• Conversation

Event ÿ Mission05B Supply Line Disruption

Hangar

ÿShopÿ

Mission05B

Mission 05B Supply Line Disruption	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$1000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye	

• Mission04-05

ÿ 04A ÿ 04B
ÿ 05A ÿ 05B
• Mission 06
• Mission 07
• Mission 08
• Mission 09
• Mission 10-11

ÿ 10A ÿ 10B
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• Mission 22
• Mission 23-25

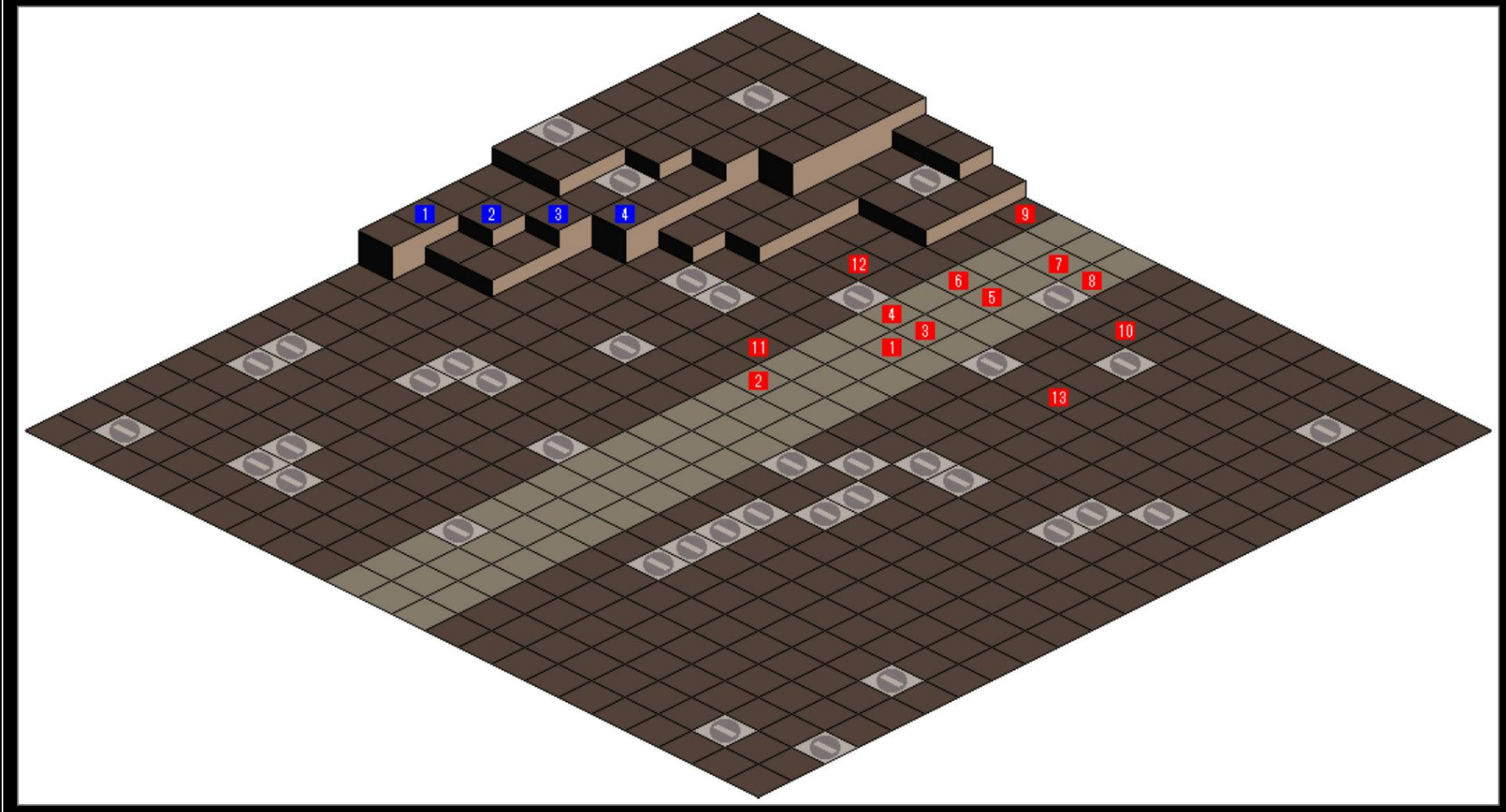
ÿ 23A ÿ 23B
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• Mission 50

• The dialogue after clearing the mission will change depending on whether or not you triggered the reinforcement event.

map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	No entry	0% -		-	-	-
	Wasteland (Road) "Daytime"	8%	3	2	3	2

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	Wasteland "Daytime"	8%	3	2	3	2



if you have not destroyed the transports (enemy 4 / 6 /

ÿ 1 vehicle (enemy 14) to the upper right of the transport vehicle (enemy 4)

ÿ 1 vehicle (enemy 15) to the upper right of the transport vehicle (enemy 6)

ÿ 1 vehicle (enemy 16) to the upper right of the transport vehicle (enemy 8)

ÿ If you shoot down 3 transport vehicles (4 / 6 / 8 enemies), a conversation event will occur and you will be informed that the WAP response has disappeared.

• You can earn experience points by using enemy unit transports.

• Mission 51
Epilog

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Up

Number of hits

Currently 1	
Today 1	
Yesterday 0	
Total: 424	

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• Arena/Opponent M-26
ÿ33
• Arena/Opponent M-09
ÿ16
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Up

Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Clear Reward:	Body VAPOR	Body VAPOR+1	Body TEMPEST+1

Up

Ally

No.	PILOT						MACHINE				WEAPON							
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			ITEM			
		State	Fight	Exp.	Fight					L. Arm	L.Grip							
			Short		Short					R. Arm	R.Grip							
			Long		Long					Legs	L. Shoulder							
			Agility		Agility			Move			R. Shoulder							
1.	Storm						WOLF HEAD											-
2.	Rain						BLUE IRIS											
3	Champ						CLAYMORE											
4.	Oddeye						WILD CAT											

Up

enemy

No.	PILOT						MACHINE				WEAPON							
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack Break			
		State	Fight	Exp.	Fight					L. Arm	L.Grip				Bo			
			Short		Short					R. Arm	R.Grip				Na			
			Long		Long					Legs	L. Shoulder							
			Agility		Agility			Move			R. Shoulder							

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
- Mission 49
- Mission 48
- Mission 47

No.	PILOT						MACHINE				WEAPON				
	Name	State	Level		Exp.	Skill	Name	Attribute	HP		Body	Attribute	Bullet	Range	enemy Attack Break Bo Na vinegar
			Fight	Fight						Body	L. Arm	L.Grip				
			Short	Short						R. Arm	R.Grip					
			Long	Long						Legs	L. Shoulder					
			Agility	Agility				Move			R. Shoulder					
1	1. Commander	2				---	Armored Car	-	50	---					
		9	50			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	312
		9	200			---					---				
		9	50			---					---				
		9	50			---		6			---				
2	2. Soldier	2				---	Armored Car	-	50	---					
		9	50			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	312
		9	150			---					---				
		9	50			---					---				
		9	50			---		6			---				
3	3. Soldier	2				---	Carrier	-	50	---					
		9	50			---			-Large Unit- (No Parts)		---				312
		9	150			---					---				
		9	50			---					---				
		9	50			---		6			---				
4	4. Soldier	2				---	Carrier	-	50	---					
		9	50			---			-Large Unit- (No Parts)		---				312
		9	150			---					---				
		9	50			---					---				
		9	50			---		6			---				
5	5. Soldier	2				---	Carrier	-	50	---					
		9	50			---			-Large Unit- (No Parts)		---				312
		9	150			---					---				
		9	50			---					---				
		9	50			---		6			---				
6	6 Soldier	2				---	Carrier	-	50	---					
		9	50			---			-Large Unit- (No Parts)		---				312
		9	150			---					---				
		9	50			---					---				
		9	50			---		6			---				

No.	PILOT						MACHINE				WEAPON					
	Name	State	Level		Exp.	Skill	Name	Attribute	HP		Body	Attribute	Bullet	Range	enemy Attack Break	
			Fight	Fight						Body	L. Arm	L.Grip				Bo
			Short	Short						L. Arm	R. Arm	R.Grip				
			Long	Long						R. Arm	Legs	L. Shoulder				Na
			Agility	Agility				Move		Legs		R. Shoulder				viewer
7	Soldier	2				---	Carrier	-	50	---						
		9	50			---			-Large Unit- (No Parts)		---					
		9	150			---					---					312
		9	50			---					---					
		9	50			---		6			---					
8.	Soldier	2				---	Carrier	-	50	---						
		9	50			---			-Large Unit- (No Parts)		---					
		9	150			---					---					312
		9	50			---					---					
		9	50			---		6			---					
9.	Soldier	2				---	Armored Car	-	50	---						
		9	50			---			-Large Unit- (No Parts)		SIEGE	Penetration	-	1-1		
		9	150			---					---					312
		9	50			---					---					
		9	50			---		6			---					
10	Soldier	2				---	Armored Car	-	50	---						
		9	50			---			-Large Unit- (No Parts)		SIEGE	Penetration	-	1-1		
		9	150			---					---					312
		9	50			---					---					
		9	50			---		6			---					
11	Soldier	2				---	Armored Car	-	50	---						
		9	50			---			-Large Unit- (No Parts)		---					
		9	150			---					GRAVE	Penetration	-	1-1		312
		9	50			---					PIZ-3	Blazing Heat	3	3-4		
		9	50			---		6			PIZ-3	Blazing Heat	3	3-4		
12	Soldier	2				---	Carrier	-	50	---						
		9	50			---			-Large Unit- (No Parts)		---					
		9	150			---					---					312
		9	50			---					---					
		9	50			---		6			---					

No.	PILOT						MACHINE				WEAPON					
	Name	State	Level		Exp.	Skill	Name	Attribute	HP		Body	Attribute	Bullet	Range		enemy Attack Break Bo Na vinegar
			Fight	Fight						Body						
			Short	Short						L. Arm	L.Grip					
			Long	Long						R. Arm	R.Grip					
			Agility	Agility				Move		Legs	L. Shoulder					
											R. Shoulder					
13	Soldier	2				---	Armored Car	-	50	---						312
		9		50		---			-Large Unit- (No Parts)		---					
		9		50		---					---					
		9		150		---					PIZ-3	Blazing Heat	3	3-4		
		9		50		---		6			PIZ-3	Blazing Heat	3	3-4		
14	Attacker	2				---	ZENITH	-	33	---						230
		9		50		---			24	GRAVE	Penetration -			1-1		
		9		150		---			24	ZIEGER	Penetration -			2-3		
		9		50		---			26	---						
		9		50		---		13			---					
15	Attacker	2				---	ZENITH	-	33	---						230
		9		50		---			24	GRAVE	Penetration -			1-1		
		9		150		---			24	ZIEGER	Penetration -			2-3		
		9		50		---			26	---						
		9		50		---		13			---					
16	Missile	1				---	ZOLA	-	30	---						230
		9		Ten		---			22	ARM PUNCH	Impact -			1-1		
		9		Ten		---			22	ARM PUNCH	Impact -			1-1		
		9		100		---			24	PIZ-3		Blazing Heat	3	3-4		
		9		50		---		16			MGR-IB	Blazing Heat	2	3-5		

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Mission 06

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Mission 06 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain / Champ / Odd Eye
		OTHERS	Buggy (ÿ) / Alchemist (ÿ) / Yuji / Peter / Matt / Gabriel
	Hangar Weapons/Parts/Add Items		
	Arena	Opponent	Sazaland / Rudensky / Jorg / Alexander / Adam / Adam
		Stakes	0 / 50 / 100 / 300 / 500

(*) Added when talking to Rain

Headquarters

• Conversation Events

ÿ Mission 06 Weapon Factory Defense Mission

Hangar

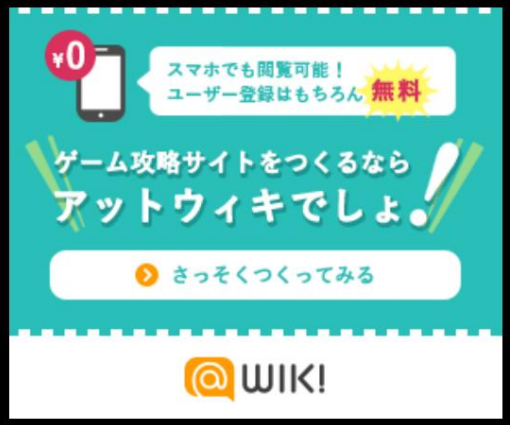
ÿShopÿ

Mission 06

Mission 06: Weapon Factory Defense Mission	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$2000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye	

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• You cannot get an enemy destruction bonus for enemy units that are shot down by friendly units (NPCs). • If a friendly unit (NPC) is shot down or a container is destroyed, you will be charged for repairs. • The dialogue after clearing the mission will change depending on the number of containers destroyed (10 or less / 11 or more).



map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire
	No entry	0%	-		-	-	-

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire
	Factory "Night"	20%	3	2	3	2

• Mission 51
Epilog

others
• Parts availability list
Note
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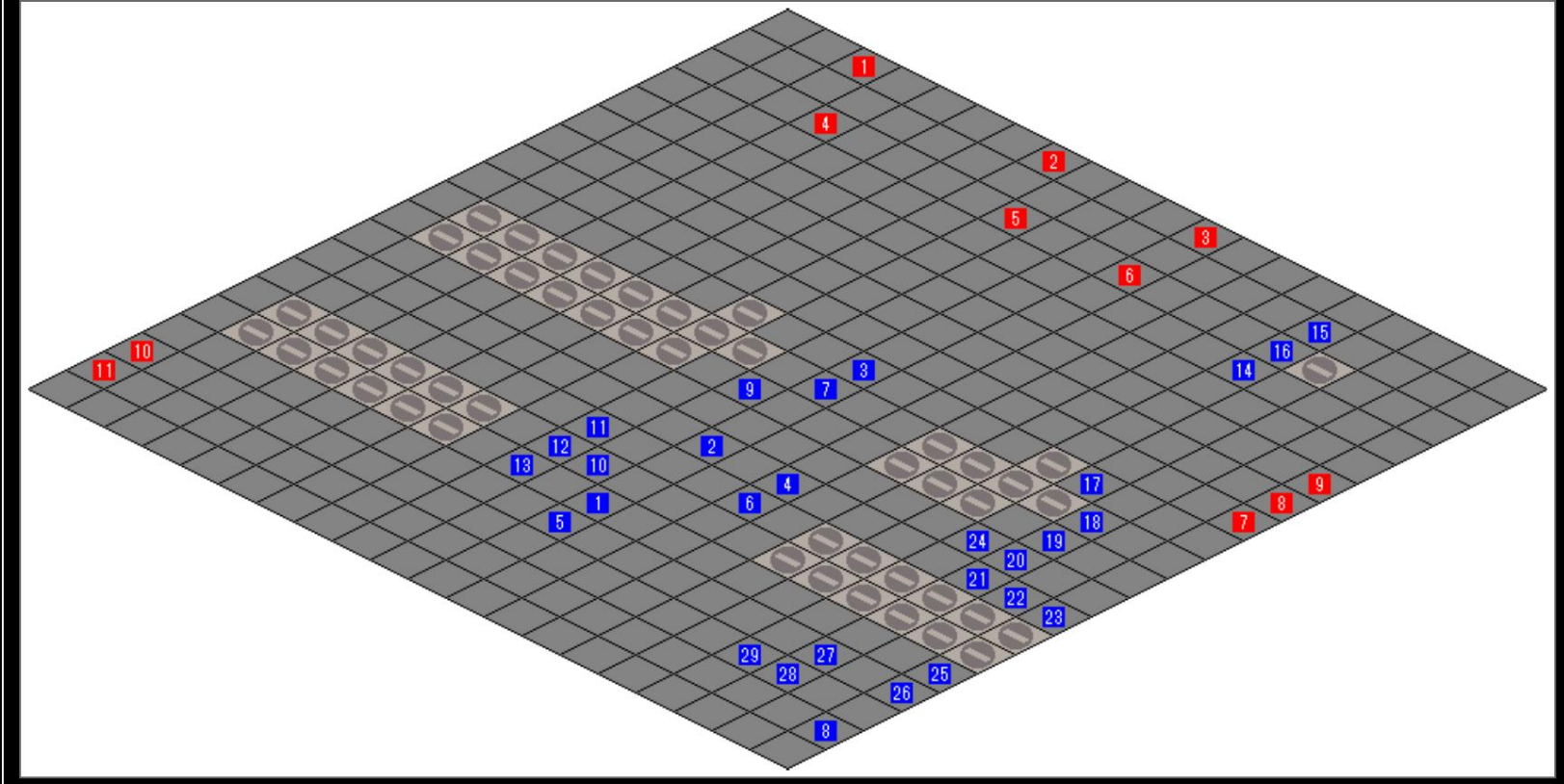
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Up

Number of hits

Currently	1
Today	1
Yesterday	0
Total:	716

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• Arena/Opponent M-09
ÿ16
2016-03-18



- If you destroy 3 Recon helicopters (enemy 4-6), 5 enemy reinforcements (enemy 7-11) will appear on the next turn.

Up

Parts available

• none

Up

Ally

No.	PILOT						MACHINE				WEAPON					ITEM		
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range						for
		State	Fight	Exp.	Fight					L. Arm	L.Grip							
			Short		Short					R. Arm	R.Grip							
			Long		Long					Legs	L. Shoulder							
			Agility		Agility			Move			R. Shoulder							
1.	Storm						WOLF HEAD											-
2.	Rain						BLUE IRIS											
3.	Oddeye						WILD CAT											

- Arena/Opponent M-43
- ÿ51

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- Epilog
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- Mission 47

No.	PILOT					MACHINE			WEAPON				ITEM	
	Name	Level State	Fight / Short / Long / Agility	Exp.	Fight / Short / Long / Agility	Skill	Name	Attribute HP / Move	Body / L. Arm / R. Arm / Legs	Body / L.Grip / R.Grip / L. Shoulder / R. Shoulder	Attribute	Bullet	Range	
4	Champ						CLAYMORE							
Five	Baggy (NPC)	3				---	SAM Launcher	-	50 ---					416
		9				---			-Large Unit- (No Parts)	---				
		9			250	---				---				
		Ten			300	---				PIZ-3	Blazing Heat	3	3-4	
		9			100	---		6		PIZ-3	Blazing Heat	3	3-4	
6	Alchemist (NPC)	3				---	SAM Launcher	-	50 ---					416
		9				---			-Large Unit- (No Parts)	---				
		9			250	---				---				
		Ten			300	---				PIZ-3	Blazing Heat	3	3-4	
		9			100	---		6		PIZ-3	Blazing Heat	3	3-4	
7	Missile (NPC)	3				---	SAM Launcher	-	50 ---					416
		9				---			-Large Unit- (No Parts)	---				
		9			250	---				---				
		Ten			300	---				PIZ-3	Blazing Heat	3	3-4	
		9			100	---		6		PIZ-3	Blazing Heat	3	3-4	
8 29	Container (NPC)	1				---	Container	-	1 ---					333
		9			0	---			-Large Unit- (No Parts)	---				
		9			0	---				---				
		9			0	---				---				
		9			0	---		0		---				

Up

enemy

No.	PILOT						MACHINE				WEAPON					enemy Attack Break Bo , Na vinegar
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
1.	Helicopter	3				---	Scout Heli	-	70	---					450
		9				---			-Large Unit- (No Parts)		SIEGE	Penetration -		1-1		
		9	250			---					---					
		9				---					---					
		9	100			---		20			---					
2.	Helicopter	3				---	Scout Heli	-	70	---					450
		9				---			-Large Unit- (No Parts)		SIEGE	Penetration -		1-1		
		9	250			---					---					
		9				---					---					
		9	100			---		20			---					
3.	Helicopter	3				---	Scout Heli	-	70	---					450
		9				---			-Large Unit- (No Parts)		SIEGE	Penetration -		1-1		
		9	250			---					---					
		9				---					---					
		9	100			---		20			---					
4.	Helicopter	3				---	Scout Heli	-	70	---					450
		9				---			-Large Unit- (No Parts)		GRAVE	Penetration -		1-1		
		9	250			---					---					
		9	50			---					PIZ-3	Blazing Heat	3	3-4		

No.	PILOT					MACHINE			WEAPON				
	Name	Level		Exp.	Skill	Name	Attribute HP		Body	Attribute Bullet Range			enemy Attack Break Bo , Na vinegar
		State	Fight / Short / Long / Agility					Body / L. Arm / R. Arm / Legs	L.Grip / R.Grip / L. Shoulder / R. Shoulder				
			9	100			Move 20		PIZ-3	Blazing Heat	3	3-4	
5.	Helicopter	3			---	Scout Heli	-	70 ---					450
		9		barely fun	---			-Large Unit- (No Parts)	GRAVE	Penetration	-	1-1	
		9	250		---				---				
		9	50		---				PIZ-3	Blazing Heat	3	3-4	
		9	100				20		PIZ-3	Blazing Heat	3	3-4	
6.	Helicopter	3			---	Scout Heli	-	70 ---					450
		9		barely fun	---			-Large Unit- (No Parts)	GRAVE	Penetration	-	1-1	
		9	250		---				---				
		9	50		---				PIZ-3	Blazing Heat	3	3-4	
		9	100				20		PIZ-3	Blazing Heat	3	3-4	
7.	Attacker	3			---	Armored Car	-	50 ---					312
		9		barely fun	---			-Large Unit- (No Parts)	RIM-3	Blazing heat		1-4	
		9	250		---				---				
		9	50		---				---				
		9	100				6		---				
8.	Attacker	3			---	Armored Car	-	50 ---					312
		9		barely fun	---			-Large Unit- (No Parts)	RIM-3	Blazing heat		1-4	
		9	250		---				---				
		9	50		---				---				
		9	100				6		---				
9.	Attacker	3			---	Armored Car	-	50 ---					312
		9		barely fun	---			-Large Unit- (No Parts)	RIM-3	Blazing heat		1-4	
		9	250		---				---				
		9	50		---				---				
		9	100				6		---				
10.	Attacker	3			---	ZENITH	Penetration	33 ---					230
		9		barely fun	---			24	ARM PUNCH	Impact	-	1-1	
		9	250		---			24	SIEGE	Penetration	-	1-1	
		9	50		---			26 ---					

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack Break Bo , Na vinegar
		State	Fight	Exp.	Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
		9		100				15			---					
11	Missile	2				---	ZOLA	Penetration	30	---						230
		9				---			22	ARM PUNCH	Impact	-		1-1		
		9		50		---			22	ARM PUNCH	Impact	-		1-1		
		9		200		---			24	MGR-IB		Blazing Heat	2	3-5		
		9		100				15			MGR-IB	Blazing Heat	2	3-5		

Up

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Mission 07

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Back Pack •
Large mobile weapon

ITEM
• Item

MISSION •
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• Intermission | Headquarters •

Mission 07 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain / Champ / Odd Eye
		OTHERS	Buggy / Yuji / Ellen / Peter / Matt / Gabriel
	Hangar		
	Arena	Opponent	Sazaland / Rudensky / Jorg / Alexander / Adam / Adam
		Stakes	0 / 50 / 100 / 300 / 500

Headquarters

• Conversation Events

ÿ Mission 07 Hunting

Mission 07

Mission 07 Hunt	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$1000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye	

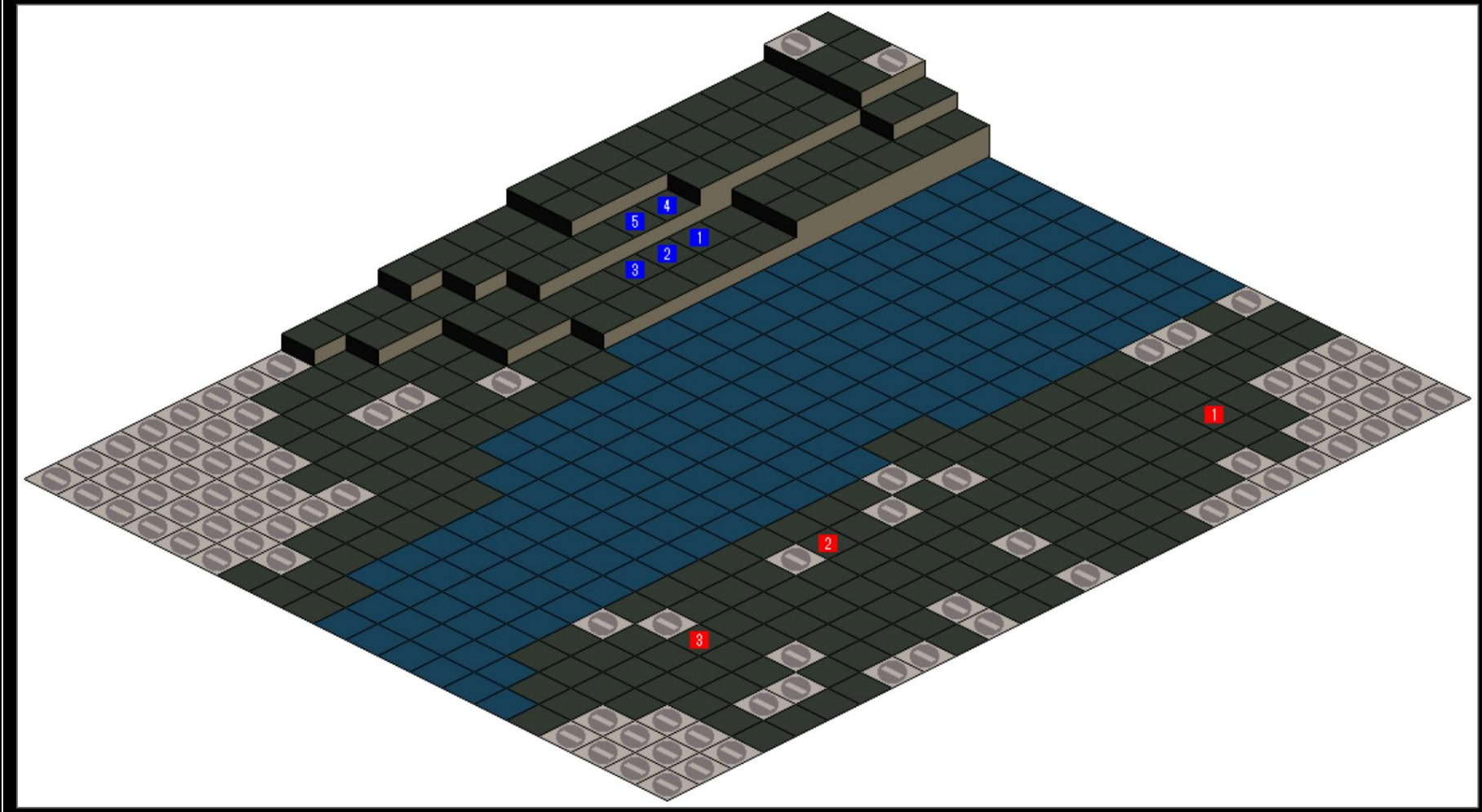
• You cannot earn enemy destruction bonuses for enemy units shot down by your Buggy. • If your Buggy is shot down, you will be charged for repairs.

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• Mission 50

map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-
	River (grass) "Night"	15%		Four	2	Five	Four

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	River "Night"	15%		Four	2	Five	Four



- Search for enemy units
  - ÿ Enemy units will appear when you move within a 5x5 area centered on the enemy unit's spawn point.
- Detect and destroy each one individually

Up

• Mission 51
Epilog

others
• Parts availability list
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Up

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Currently	1
Today	1
Yesterday	0
Total:	575

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ÿ33
• Arena/Opponent M-09
ÿ16
2016-03-18

Parts available
• none

Up

Ally

No.	PILOT						MACHINE				WEAPON					ITEM	for
	Name	State	Level			Skill	Name	Attribute	HP		Body	Attribute	Bullet	Range			
			Fight	Exp.	Fight					Body	L. Arm	L.Grip					
			Short		Short					L. Arm	R. Arm	R.Grip					
			Long		Long					R. Arm	Legs	L. Shoulder					
			Agility		Agility			Move		Legs		R. Shoulder					
1	Storm						WOLF HEAD										-
2	Rain						BLUE IRIS										
3	Champ						CLAYMORE										
4	Oddeye						WILD CAT										
5	Baggy	6				---	Danger Hopper		39	---						360	
		Ten	400			---		Penetration	24	Catsray SG	Impact	-			1-1		
		Ten	400			---			24	ARM PUNCH	Impact	-			1-1		
		Ten	400			---			30	MGR-IB		Blazing Heat		2	3-5		
		Ten	300			---		14		---							

Up

enemy

No.	PILOT						MACHINE				WEAPON					enemy
	Name	State	Level			Skill	Name	Attribute	HP		Body	Attribute	Bullet	Range		Attack
			Fight	Exp.	Fight					Body	L. Arm	L.Grip				Breaking Ba

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilog
- Mission 51
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- Mission 47

			Short		Short				R. Arm	R.Grip					Na	
			Long		Long				Legs	L. Shoulder						
			Agility		Agility			Move		R. Shoulder						
1. Attacker		Five		---		GALVO	Penetration	42 ---						255		
		Ten	375	---				25 GRAVE			Penetration -		1-1			
		Ten	325	---				25 GRAVE			Penetration -		1-1			
		Ten	275	---				twenty one ---								
		Ten	275				14			---						
2. Attacker		Five		---		GALVO	Penetration	42 ---						255		
		Ten	375	---				25 RIM-3			Blazing heat		1-4			
		Ten	325	---				25 ARM PUNCH Impact -					1-1			
		Ten	275	---				twenty one ---								
		Ten	275				14			---						
3. Attacker		6		---		GALVO	Penetration	42 ---						255		
		Ten	375	---				25 WINEE			Penetration -		2-3			
		Ten	275	---				25 ARM PUNCH Impact -					1-1			
		Ten	375	---				twenty one ---								
		Ten	275				13			---						

Up

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Large mobile weapon

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• Intermission | Mercenary Barracks | Headquarters | Hangar •
Mission 08 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	After talking to Rain at the headquarters, you can move there.		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain / Champ / Odd Eye
		OTHERS	Yuji / Peter / Matt / Gabriel
	Hangar	Add Weapon	
	Arena	Opponent	Sazaland / Rudensky / Jorg / Alexander / Adam / Adam
		Stakes	0 / 50 / 100 / 300 / 500

Mercenary Barracks

• Talk to Rain

Headquarters

• Conversation

Event ÿ Mission 08 Suspicion

Hangar

ÿShopÿ

Mission08

Mission 08 Suspicion	Victory Condition:	Defeat all enemies
	Defeat Condition:	Shoot down the Storm plane

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	Operation Reward H$1500	
	Select the unit to be deployed (From the second lap onwards)	Storm
		Selected sortie: Rain / Champ / Odd Eye

• The dialogue after clearing the mission will change depending on whether you shoot down the Recon helicopter (enemy 1) or let it escape.

map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-
	River (grass) "Daytime"	0%	Four	2	Five	Four	

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	River "Daytime"	0%	Four	2	Five	Four	

• Mission51 •
Epilog

Others •
List of parts available
• Notes
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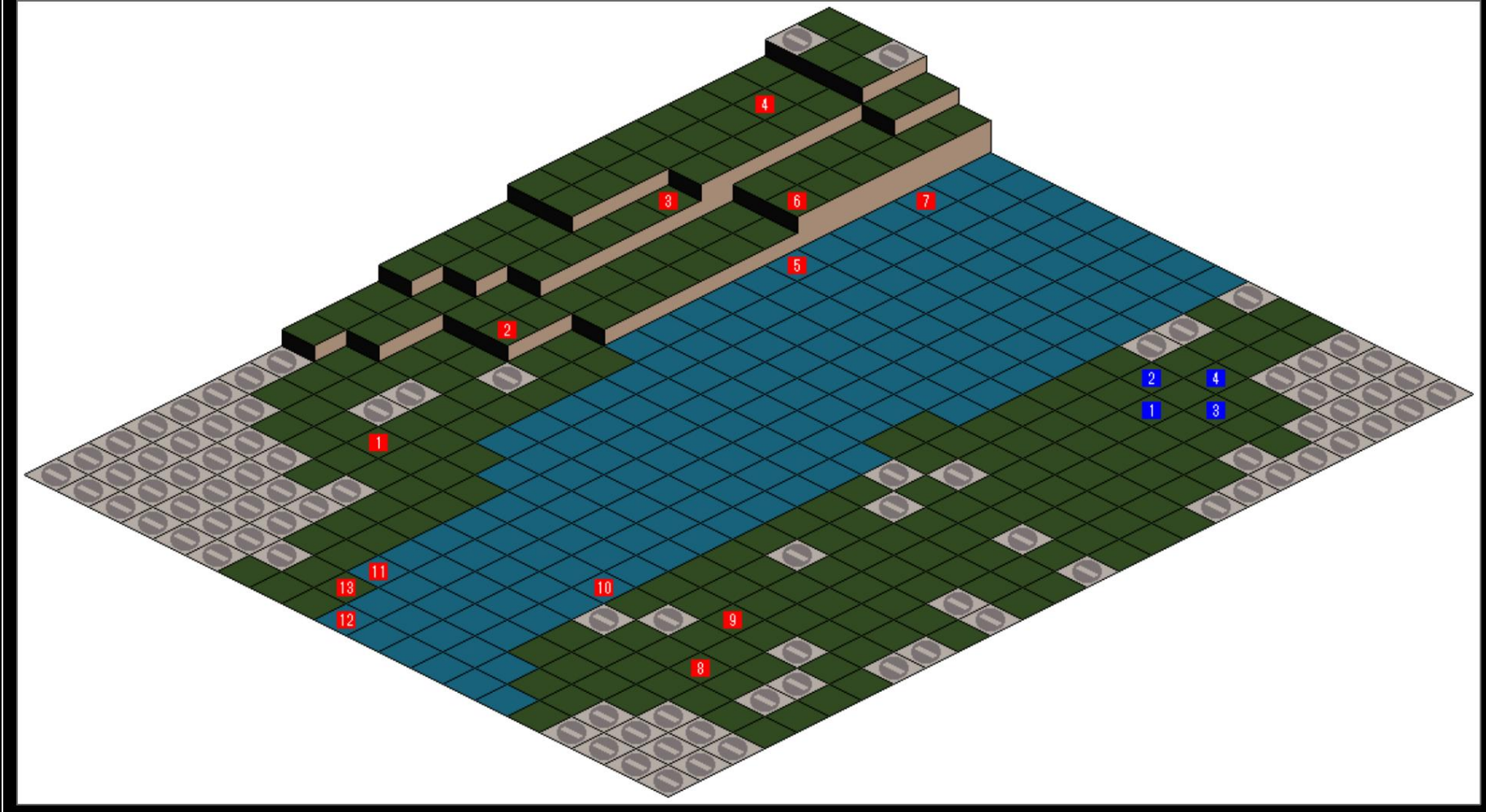
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Currently	1
Today	1
Yesterday	0
Total	790

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2016-03-18



• After one turn, seven enemy units (enemies 1-7) will appear. • After seven

turns, the recon helicopter (enemy 1) will leave, and six enemy reinforcements (enemies 8-13) will appear. ÿ After

moving to the departure point (where enemy 9 appears), they will remain there for four turns, so if you shoot them down during that time, no reinforcements will appear.

Up

- Arena/Opponent M-43 ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
- Mission 49
- Mission 48
- Mission 47

Parts available

- none

Up

Ally

No.	PILOT						MACHINE				WEAPON					ITEM	
	Name	State	Level		Exp.		Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range					for
			Fight	Fight						L. Arm	L.Grip						
			Short	Short						R. Arm	R.Grip						
			Long	Long						Legs	L. Shoulder						
			Agility	Agility					Move		R. Shoulder						
1.	Storm							WOLF HEAD									-
2.	Rain							BLUE IRIS									
3	Champ							CLAYMORE									
4.	Oddeye							WILD CAT									

Up

enemy

No.	PILOT						MACHINE				WEAPON					
	Name	State	Level		Exp.		Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range				Bo
			Fight	Fight						L. Arm	L.Grip					
			Short	Short						R. Arm	R.Grip					Na
			Long	Long						Legs	L. Shoulder					
			Agility	Agility					Move		R. Shoulder					
1.	Helicopter	Four	9	100	--- --- ---			Scout Heli	-	70 --- -Large Unit- SIEGE		Penetration -		1-1		450

No.	PILOT					MACHINE				WEAPON				
	Name	Level			Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack Break Bo Na vinegar
		State	Fight	Exp.	Fight				L. Arm	L.Grip				
			Short		Short				R. Arm	R.Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility		Move			R. Shoulder				
				Ten 500	---			(No Parts)		---				
				9 100	---					---				
				9 200			20			---				
2.	Helicopter			Four	---	Scout Heli	-	70	---					450
				9 100	---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
				Ten 500	---					---				
				9 100	---					MGR-IB	Blazing Heat	2	3-5	
				9 200	---		20			MGR-IB	Blazing Heat	2	3-5	
3.	Helicopter			Four	---	Scout Heli	-	70	---					450
				9 100	---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
				Ten 500	---					---				
				9 100	---					MGR-IB	Blazing Heat	2	3-5	
				9 200	---		20			MGR-IB	Blazing Heat	2	3-5	
4.	Helicopter			Four	---	Scout Heli	-	70	---					450
				9 100	---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
				Ten 500	---					---				
				9 100	---					MGR-IB	Blazing Heat	2	3-5	
				9 200	---		20			MGR-IB	Blazing Heat	2	3-5	
5.	Attacker			Four	---	GALVO	Penetration	42	---					255
				9 100	---			25		GRAVE	Penetration	-	1-1	
				Ten 500	---			25		ARM PUNCH Impact	-		1-1	
				9 100	---			---		---				
				9 200	---		14			---				
6	Attacker			Four	---	GALVO	Penetration	42	---					255
				Ten 500	---			25		F-1 TONFA Impact	-		1-1	
				9 100	---			25		ARM PUNCH Impact	-		1-1	
				9 100	---			---		---				
				9 200	---		15			---				
7.	Attacker			Four	---	GALVO	Penetration	42	---					255
				9 100	---			25		GRAVE	Penetration	-	1-1	

No.	PILOT				MACHINE			WEAPON				
	Name	Level		Skill	Name	Attribute	HP	Body	Attribute	Bullet	Range	
		State	Exp.					L. Arm / L.Grip				
		Fight / Short / Long / Agility		Fight / Short / Long / Agility				R. Arm / R.Grip				
								Legs / L. Shoulder				
						Move		R. Shoulder				
		Ten	500	---			25	ARM PUNCH Impact -			1-1	
		9	100	---				---				
		9	200			14		---				
8.	Helicopter	Four		---	Scout Heli	-	70	---				450
		9	100	---			-Large Unit- (No Parts)	GRAVE	Penetration	-	1-1	
		Ten	500	---				---				
		9	100	---				MGR-IB	Blazing Heat	2	3-5	
		9	200	---		20		MGR-IB	Blazing Heat	2	3-5	
9.	Helicopter	Four		---	Scout Heli	-	70	---				450
		9	100	---			-Large Unit- (No Parts)	GRAVE	Penetration	-	1-1	
		Ten	500	---				---				
		9	100	---				MGR-IB	Blazing Heat	2	3-5	
		9	200	---		20		MGR-IB	Blazing Heat	2	3-5	
10.	Helicopter	Four		---	Scout Heli	-	70	---				450
		9	100	---			-Large Unit- (No Parts)	GRAVE	Penetration	-	1-1	
		Ten	500	---				---				
		9	100	---				MGR-IB	Blazing Heat	2	3-5	
		9	200	---		20		MGR-IB	Blazing Heat	2	3-5	
11	Attacker	Four		---	GALVO	-	42	---				255
		9	100	---			25	GRAVE	Penetration	-	1-1	
		Ten	500	---			25	ARM PUNCH Impact	-		1-1	
		9	100	---				---				
		9	200			14		---				
12	Commander	Five		---	GIZEH	-	45	---				270
		Ten	375	---			26	WINEE	Penetration	-	2-3	
		Ten	275	---			26	ARM PUNCH Impact	-		1-1	
		Ten	325	---			34	---				
		Ten	275			12		---				
13	Missile	Four		---	HUSKY mkÿ	-	39	---				270
		9	150	---			24	ARM PUNCH Impact	-		1-1	

No.	PILOT							MACHINE				WEAPON					
	Name	Level		Exp.		Skill		Name	Attribute HP			Body					
		State	Fight		Fight							Body					
			Short		Short							L. Arm					
			Long		Long							R. Arm					
			Agility		Agility				Move			Legs					
												L. Shoulder					
												R. Shoulder					
		9		150		---						24 ARM PUNCH Impact -				1-1	
		Ten		300		---						30 BONE		Blazing Heat		3	3-5
		Ten		300					15			BONE		Blazing Heat		3	3-5

enemy Attack Break Bo ↓ Na vinegar

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PILOT

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Shoulder

PARTS •
Computer •
Body •
Arm L •
Arm R •
Legs •
Back Pack •
Large mobile weapon

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• Item

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• Intermission | Command Center | Hangar •
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intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain (ÿ) / Champ / Odd Eye (ÿ)
		OTHERS	Yuji / Peter / Matt / Gabriel
	Hangar Weapons/Parts/Add Items		
	Arena	Opponent	Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen / Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen
		Stakes	50 / 100 / 300 / 500 / 800

(*) Added when talking to Champ

Headquarters

• Conversation Events

ÿ Mission 09 Urban Assault Operation

Hangar

ÿShopÿ

Mission09

Mission 09: Urban Assault Operation	Victory Condition: Delta's operation ends		
	Defeat Condition: Storm plane is shot down or Delta is annihilated		
	Operation Reward H$4000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

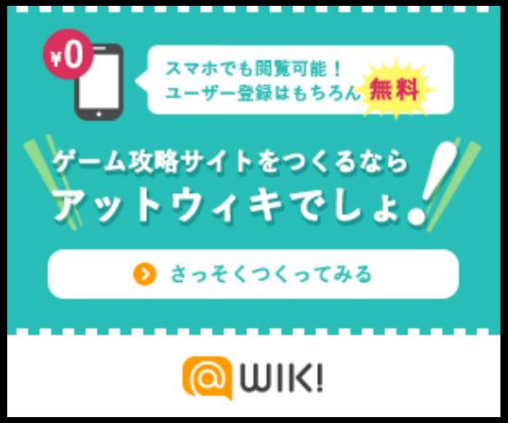
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• If you shoot down a civilian, you will be charged for repairs.

• If you shoot down a Delta Squad, you will not be charged for repairs.

ÿ Up to two planes can be shot down without ending the game

• The mission is cleared when you reach escape point C. ÿ The mission is not cleared even if all enemies are destroyed.



map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire	
	City "Evening"	15%	3		2	3	2

• Mission51 •
Epilog

Others •
List of parts available
• Notes
• Tips and tricks

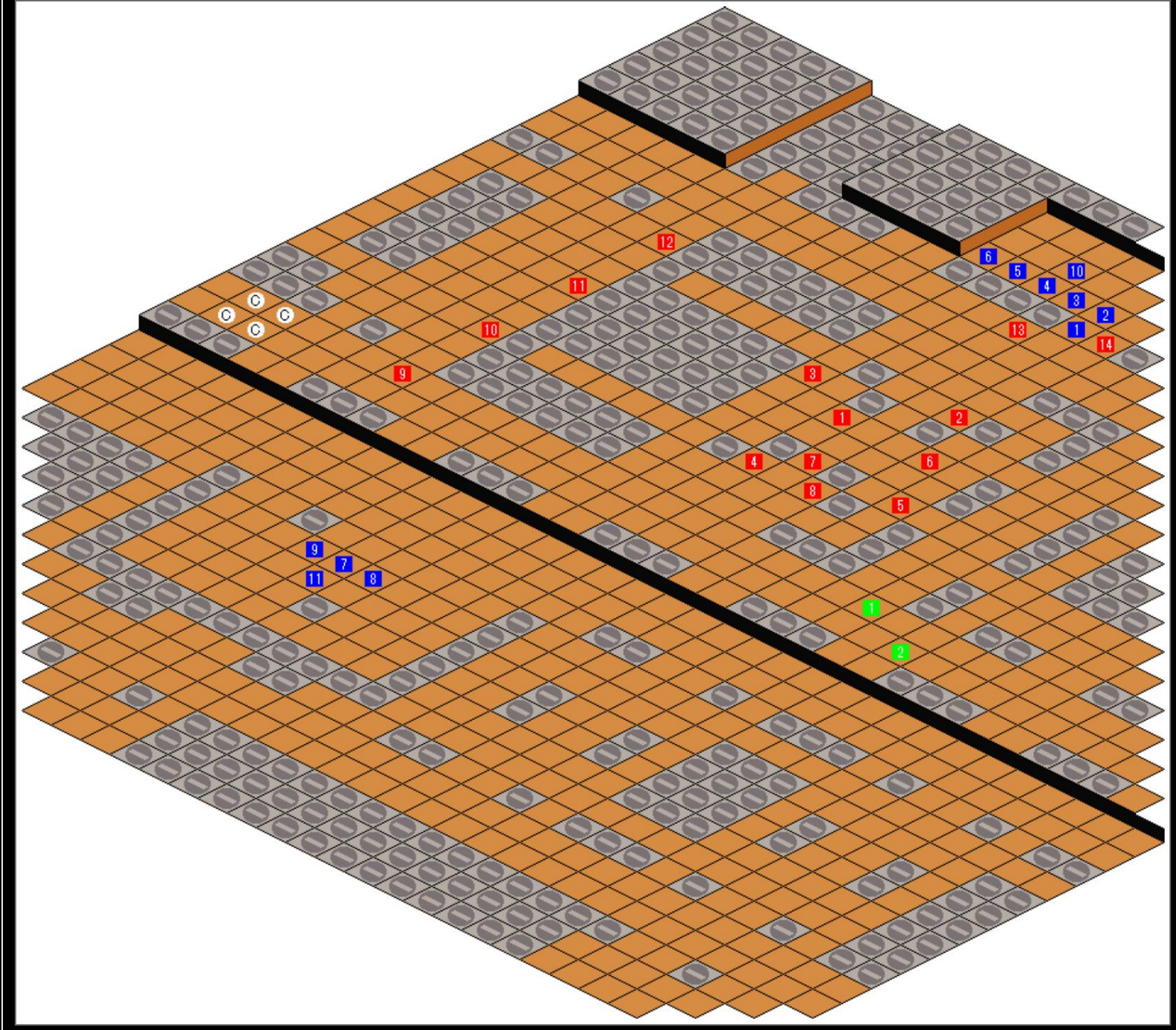
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Up

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• On the third turn, Delta begins its operation (starts moving) • After

the eighth turn, Delta secures the objective, and extraction point A (Delta's initial location) and four enemy reinforcements (enemies 9-12) appear •

When Delta reaches extraction point A, Delta escapes, and extraction point B (Champ's initial location) and two enemy reinforcements (enemies 13-14) appear

ÿ Due to enemy reinforcements, the escape helicopter (ally 10) is shot down, and escape point C appears.

- Arena/Opponent M-43
ÿ51
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- Mission 47

ÿ If you leave Storm Team (excluding the supply truck) waiting at extraction point B at this point, the mission will be cleared (see also here)

Up

Parts available

- none

Up

Ally

No.	PILOT						MACHINE				WEAPON				ITEM	for
	Name	State	Level		Exp.	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
			Fight		Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
1	Storm						WOLF HEAD									-
2	Rain						BLUE IRIS									
3	Champ						CLAYMORE									
4	Oddeye						WILD CAT									
5	Gray	Five				---	CRUSADER	Penetration	51		---					446
		9		200		---			39	WINEE		Penetration	-		2-3	
		9		200		---			39	ARM PUNCH	Impact	-			1-1	
		Ten		500		---			39	WS-20		-	--			
		9		100		---		17			---					
6	Attacker	Five				---	Carrier	-	50		---					416
		9		140		---			-Large Unit-		---					

No.	PILOT					MACHINE			WEAPON				ITEM	
	Name	Level		Exp.	Skill	Name	Attribute	HP	Body	Attribute	Bullet	Range		
		State	Fight		Fight				L.Grip					
			Short		Short				R.Grip					
			Long		Long				L. Shoulder					
			Agility		Agility		Move		R. Shoulder					
			11	670	---	(No Parts)			---					
			9	140	---				---					
			9	250			8		---					
7	Faceless (NPC)		11		---	ZEARAID	Penetration	84	---					-
		Ten		500	---			48	EMPIRE	Penetration	-	2-3		
		12		1000	---			48	MOSTRO-24	Penetration	-	1-1		
		Ten		500	---			60	WS-14	-	--			
		12		800			18		WS-14	-	--			
8	Attacker (NPC)		6		---	ZEARAID	Penetration	84	---					-
		9		20	---			48	MOSTRO-24	Penetration	-	1-1		
		11		600	---			48	MOSTRO-24	Penetration	-	1-1		
		Ten		300	---			60	WS-14	-	--			
		11		600			18		WS-14	-	--			
9	Attacker (NPC)		6		---	ZEARAID	Penetration	84	---					-
		9		20	---			48	MOSTRO-24	Penetration	-	1-1		
		11		600	---			48	MOSTRO-24	Penetration	-	1-1		
		Ten		300	---			60	WS-14	-	--			
		11		600			18		WS-14	-	--			
Ten	Helicopter (NPC)		Five		---	Scout Heli	-	150	---					-
		9		140	---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
		11		670	---					---				
		9		140	---					MGR-IB	Blazing Heat	2	3-5	
		9		250			18			MGR-IB	Blazing Heat	2	3-5	
11	Helicopter (NPC)		Five		---	Scout Heli	-	150	---					-
		9		140	---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
		11		670	---					---				
		9		140	---					MGR-IB	Blazing Heat	2	3-5	
		9		250			18			MGR-IB	Blazing Heat	2	3-5	

Up

enemy

No.	PILOT						MACHINE				WEAPON				enemy Attack Break Bo ' Na ategor
	Name	State	Level Fight / Short / Long / Agility	Exp.	Level Fight / Short / Long / Agility	Skill	Name	Attribute HP		Body / L. Arm / R. Arm / Legs / Move	Body / L.Grip / R.Grip / L. Shoulder / R. Shoulder	Attribute	Bullet	Range	
1	Missile	Five				---	SAM Launcher	-	50	---					312
		9		200		---			-Large Unit- (No Parts)		---				
		9		190		---					---				
		11		520		---					MGR-IB	Blazing Heat	2	3-5	
		Ten		300		---			6		MGR-IB	Blazing Heat	2	3-5	
2	Missile	Five				---	SAM Launcher	-	50	---					312
		9		200		---			-Large Unit- (No Parts)		---				
		9		190		---					---				
		11		520		---					MGR-IB	Blazing Heat	2	3-5	
		Ten		300		---			6		MGR-IB	Blazing Heat	2	3-5	
3.	Attacker	Five				---	Armored Car	-	50	---					312
		9		140		---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
		11		670		---					---				
		9		140		---					---				
		9		250		---			6		---				
4.	Attacker	Five				---	Armored Car	-	50	---					312
		9		140		---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
		11		670		---					---				
		9		140		---					---				

No.	PILOT					MACHINE			WEAPON					
	Name	Level			Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack Break Bo Na viwgar
		State	Fight	Exp.	Fight			L. Arm	L.Grip				
			Short		Short			R. Arm	R.Grip				
			Long		Long			Legs	L. Shoulder				
			Agility		Agility		Move		R. Shoulder				
		9		250			6		---				
5.	Attacker	Five			--- --- --- --- ---	GALVO	Penetration	42	---				270
		9		140				25	ARM PUNCH Impact -			1-1	
		11		670				25	GRAVE Penetration -			1-1	
		9		140				32	---				
		9		250			16		---				
6	Attacker	Five			--- --- --- --- ---	GALVO	Penetration	42	---				270
		9		140				25	ARM PUNCH Impact -			1-1	
		11		670				25	GRAVE Penetration -			1-1	
		9		140				32	---				
		9		250			16		---				
7	Missile	Five			--- --- --- --- ---	ZOLA	impact	30	---				230
		9		200				22	ARM PUNCH Impact -			1-1	
		9		190				22	ARM PUNCH Impact -			1-1	
		11		520				24	MGR-IB Blazing Heat		2	3-5	
		Ten		300			16		MGR-IB Blazing Heat		2	3-5	
8	Missile	Five			--- --- --- --- ---	ZOLA	impact	30	---				230
		9		200				22	ARM PUNCH Impact -			1-1	
		9		190				22	ARM PUNCH Impact -			1-1	
		11		520				24	MGR-IB Blazing Heat		2	3-5	
		Ten		300			16		MGR-IB Blazing Heat		2	3-5	
9	Missile	Five			--- --- --- --- ---	ZOLA	impact	30	---				230
		9		200				22	ARM PUNCH Impact -			1-1	
		9		190				22	ARM PUNCH Impact -			1-1	
		11		520				24	MGR-IB Blazing Heat		2	3-5	
		Ten		300			16		MGR-IB Blazing Heat		2	3-5	
10	Missile	Five			--- --- --- --- ---	ZOLA	impact	30	---				230
		9		200				22	ARM PUNCH Impact -			1-1	
		9		190				22	ARM PUNCH Impact -			1-1	
		11		520				24	MGR-IB Blazing Heat		2	3-5	

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute	HP		Body					
		State	Fight	Exp.	Fight					Body	L. Arm			L.Grip	Attribute	Bullet	Range	
			Short		Short						R. Arm			R.Grip				
			Long		Long						Legs			L. Shoulder				
			Agility		Agility			Move						R. Shoulder				
		Ten		300				16						MGR-IB	Blazing Heat	2	3-5	
11	Missile	Five				---	ZOLA	impact		30	---							230
		9		200		---				22	ARM PUNCH	Impact	-				1-1	
		9		190		---				22	ARM PUNCH	Impact	-				1-1	
		11		520		---				24	MGR-IB				Blazing Heat	2	3-5	
		Ten		300		---		16						MGR-IB	Blazing Heat	2	3-5	
12	Missile	Five				---	ZOLA	impact		30	---							230
		9		200		---				22	ARM PUNCH	Impact	-				1-1	
		9		190		---				22	ARM PUNCH	Impact	-				1-1	
		11		520		---				24	MGR-IB				Blazing Heat	2	3-5	
		Ten		300		---		16						MGR-IB	Blazing Heat	2	3-5	
13.	Attacker	Five				---	Scout Heli	-		70	---							450
		9		140		---				-Large Unit- (No Parts)				GRAVE	Penetration	-	1-1	
		11		670		---								---				
		9		140		---								MGR-IB	Blazing Heat	2	3-5	
		9		250		---		20						MGR-IB	Blazing Heat	2	3-5	
14	Attacker	Five				---	Scout Heli	-		70	---							450
		9		140		---				-Large Unit- (No Parts)				GRAVE	Penetration	-	1-1	
		11		670		---								---				
		9		140		---								MGR-IB	Blazing Heat	2	3-5	
		9		250		---		20						MGR-IB	Blazing Heat	2	3-5	

Up

Ordinary People

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill Name		Attribute	HP		Body					
		State	Fight	Exp.	Fight						L. Arm			L.Grip	Attribute	Bullet Range		
			Short		Short						R. Arm			R.Grip				
			Long		Long						Legs			L. Shoulder				
			Agility		Agility			Move						R. Shoulder				

No.	PILOT						MACHINE				WEAPON				
	Name	Level		Exp.		Skill Name		Attribute HP		Body	Body	Attribute Bullet Range			Osamu Reason Expenses for
		State	Fight		Fight					L. Arm	L.Grip				
			Short		Short					R. Arm	R.Grip				
			Long		Long					Legs	L. Shoulder				
			Agility		Agility			Move			R. Shoulder				
1	Soldier	Five				---	Carrier	-	200 ---						416
		9		140		---			-Large Unit- (No Parts)		---				
		11		670		---					---				
		9		140		---					---				
		9		250		---		14			---				
2.	Soldier	Five				---	CALM	-	twenty four ---						253
		9		140		---			19		ARM PUNCH Impact -			1-1	
		11		670		---			19		ARM PUNCH Impact -			1-1	
		9		140		---			twenty-one		---				
		9		250		---		14			---				

Up

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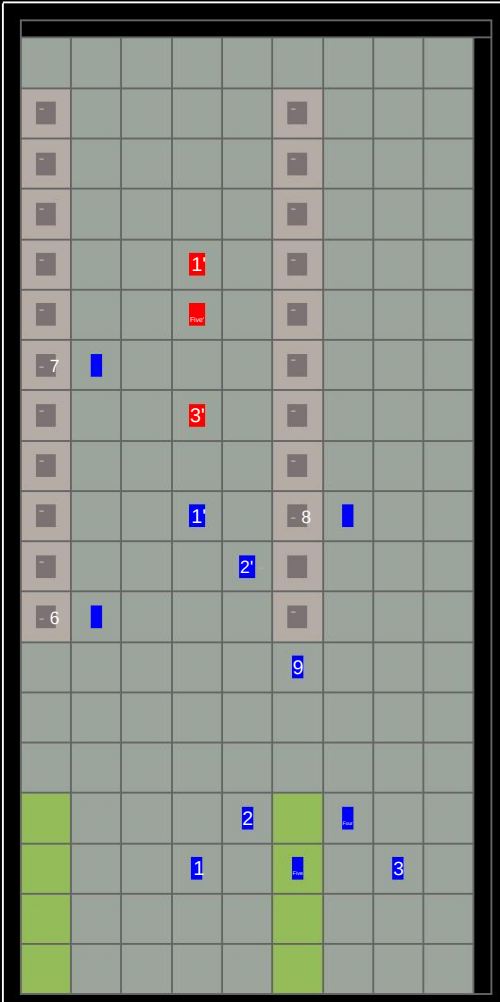
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• Shoulder

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Large mobile weapons

ITEM
- Item

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intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Peter / Matt / Gabriel
	Hangar	Add Weapon	
	Arena	Opponent	Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen / Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen
		Stakes	50 / 100 / 300 / 500 / 800

Mercenary Barracks

- Talk to Odd Eye (before going to HQ and before talking to Champ (ÿ))

ÿ OptionsÿAdd weapons to the shop

Choices	First Lap	2nd lap	After the 3rd lap	remarks
Machine Gun Grip	LEOSOCIAL+1	Grip LEOSOCIAL+2	Grip ARTASSAUT+2	
Shotgun faction Grip	CATSRAY SG+1	Grip CATSRAY SG+2	Grip CATSRAY XX+2	Affects the weapons you can obtain when talking to Thresh in Mission 20.
Nothing in particular	Grip NAIL FIRE+1 ÿIf you	Grip NAIL FIRE+2	Grip FLAME FOX+2	

talk to Champ before talking to Odd Eye, you will already have talked to Odd Eye and you will not have a choice to make.

(Once you talk to Odd Eye, you will have already spoken to Champ, and you will no longer be able to hear what Champ has to say.)

Headquarters

- Conversation Events

ÿ ChoicesÿRoute branching

Bridge Defense	Mission 10A: Battle of the Mer River Bridge

- Mission04-05

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- Mission 10-11

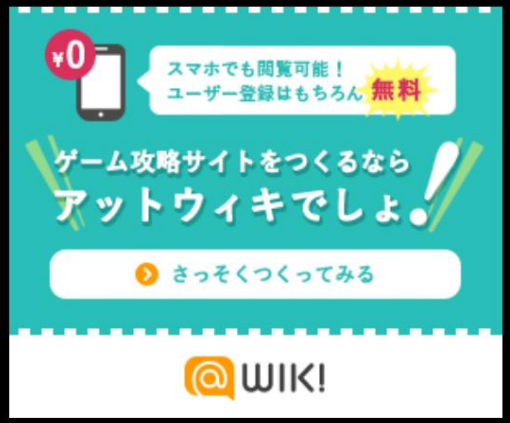
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Elimination of Tank Unit Mission 10B Tank Hunting	

Hangar

ÿShopÿ



Mission 10A

Mission 10A: Battle of the Mer River Bridge	Victory Condition: Defeat all enemies	
	Defeat Condition: Shoot down the Storm plane	
	Operation Reward H$400	
	Select the unit to be deployed (From the second lap onwards)	Storm
		Selected sortie: Rain / Champ / Odd Eye / Gray

- You cannot earn enemy destruction bonuses for enemy units that are shot down by friendly units (NPCs).
- If a friendly unit (NPC) is shot down, you will be charged for repairs.
- The dialogue after completing the mission will change depending on whether or not at least one transport vehicle was shot down.

map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	No entry	0%	-		-	-	-
	Grassland "Daytime"	8%	3	2	3	2

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	Waterside "Daytime"	0%	Four	2	Five	Four
	Bridge "Daytime"	15%	3	2	3	2

• Mission51 •
Epilog

Others •
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• Notes
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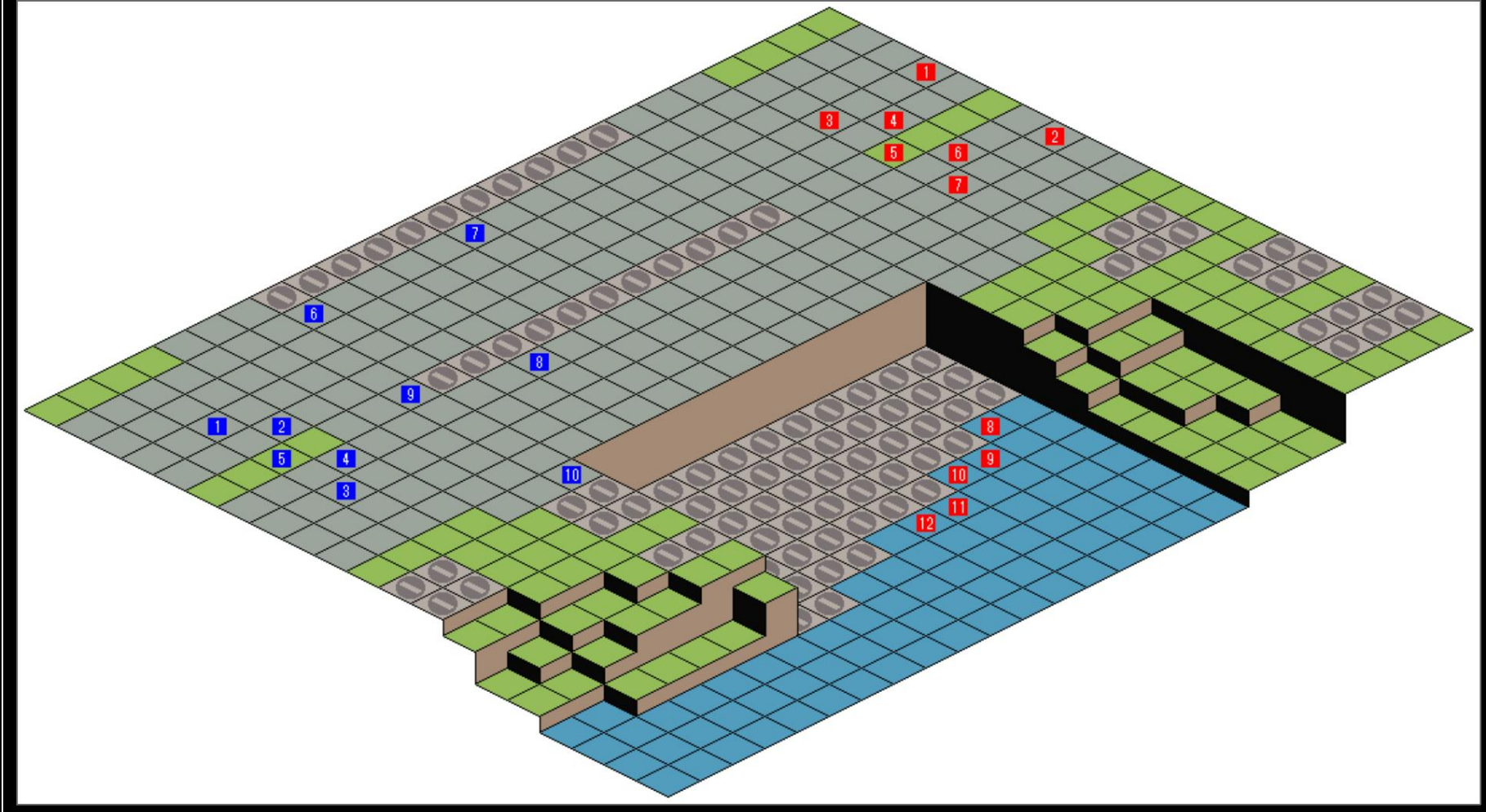
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• When there are only 2 enemy units remaining, 5 enemy reinforcements (8-12 enemies) will appear.

• When an enemy helicopter (enemy 1 / 3 / 5) moves on the first turn, an allied transport (allied 7 / 8) will almost certainly be shot down.

ÿ How to prevent transport vehicles from being shot down

ÿÿExampleÿÿ

Up

• Arena/Opponent M-43
ÿ51
2016-03-16
• Epilog
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• Mission 50
• Mission 49
• Mission 48
• Mission 47

Parts available

• none

Up

Ally

No.	PILOT							MACHINE				WEAPON					ITEM	
	Name	Level					Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					Osamu Reason Kyonen for
		State	Fight	Exp.	Fight						L. Arm	L.Grip						
			Short		Short						R. Arm	R.Grip						
			Long		Long						Legs	L. Shoulder						
			Agility		Agility				Move			R. Shoulder						
1	Storm							WOLF HEAD										-
2	Rain							BLUE IRIS										
3	Oddeye							WILD CAT										
4	Champ							CLAYMORE										
5	Gray							CRUSADER										
6	Soldier (NPC)	Pow					---	Supply Car	-		50 ---							416
		9	140				---			-Large Unit- (No Parts)		---						
		11	670				---					---						
		9	140				---					---						
		9	250				---		8			---						
7	Soldier (NPC)	Pow					---	Supply Car	-		50 ---							416
		9	140				---			-Large Unit- (No Parts)		---						
		11	670				---					---						
		9	140				---					---						

No.	PILOT						MACHINE				WEAPON				ITEM		
	Name	Level				Skill	Name	Attribute HP			Body						
		State	Fight	Exp.	Fight					Body	L. Arm	Body	L.Grip				
			Short		Short					L. Arm	R. Arm	R.Grip	R.Grip	Attribute Bullet Range			
			Long		Long					R. Arm	Legs	L. Shoulder	L. Shoulder				
			Agility		Agility			Move		Legs		R. Shoulder	R. Shoulder				
		9		250			8					---					
8	Soldier (NPC)	Five				--- --- --- --- ---	Supply Car	-	50	---							416
		9		140					-Large Unit- (No Parts)		---						
		11		670							---						
		9		140							---						
		9		250			8				---						
9	Attacker (NPC)	7				--- --- --- --- ---	20mm AAC	-	80	---							566
		9		140					-Large Unit- (No Parts)		---						
		11		670							IGUCHI T7 Hot -			1-4			
		11		670							---						
		9		250			0				---						
Ten	Attacker (NPC)	7				--- --- --- --- ---	20mm AAC	-	80	---							566
		9		140					-Large Unit- (No Parts)		---						
		11		670							IGUCHI T7 Hot -			1-4			
		11		670							---						
		9		250			0				---						

Up

enemy

No.	PILOT	MACHINE	WEAPON	enemy

Name	Level				Skill	Name	Attribute HP			Attribute Bullet Range				Attack Break Bo / Na vinegar
	State	Fight	Exp.	Fight					Body	Body				
		Short		Short					L. Arm	L.Grip				
		Long		Long					R. Arm	R.Grip				
		Agility		Agility			Move		Legs	L. Shoulder				
										R. Shoulder				
1. Helicopter	Five				---	Scout Heli	-	70	---					450
	9	140			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
	11	670			---					---				
	9	140			---					BONE	Blazing Heat	3	3-5	
	9	250			---		20			BONE	Blazing Heat	3	3-5	
2. Helicopter	Five				---	Scout Heli	-	70	---					450
	9	140			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
	11	670			---					---				
	9	140			---					BONE	Blazing Heat	3	3-5	
	9	250			---		20			BONE	Blazing Heat	3	3-5	
3. Helicopter	Five				---	Scout Heli	-	70	---					450
	9	140			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
	11	670			---					---				
	9	140			---					BONE	Blazing Heat	3	3-5	
	9	250			---		20			BONE	Blazing Heat	3	3-5	
4. Helicopter	Five				---	Scout Heli	-	70	---					450
	9	140			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
	11	670			---					---				
	9	140			---					BONE	Blazing Heat	3	3-5	
	9	250			---		20			BONE	Blazing Heat	3	3-5	
5. Helicopter	Five				---	Scout Heli	-	70	---					450
	9	140			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
	11	670			---					---				
	9	140			---					BONE	Blazing Heat	3	3-5	
	9	250			---		20			BONE	Blazing Heat	3	3-5	
6. Helicopter	Five				---	Scout Heli	-	70	---					450
	9	140			---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
	11	670			---					---				
	9	140			---					BONE	Blazing Heat	3	3-5	
	9	250			---		20			BONE	Blazing Heat	3	3-5	

7. Helicopter	Five		---	Scout Heli	-	70	---											450
	9	140	---			-Large Unit- (No Parts)		GRAVE	Penetration	-		1-1						
	11	670	---					---										
	9	140	---					BONE	Blazing Heat		3	3-5						
	9	250				20		BONE	Blazing Heat		3	3-5						
8. Attacker	Five		---	HUSKY	Penetration	39	---											400
	9	140	---			24	ARM PUNCH	Impact	-			1-1						
	11	670	---			24	GRAVE		Penetration	-		1-1						
	9	140	---			120	---											
	9	250				18		WS-20		-		--						
9. Attacker	Five		---	HUSKY	impact	39	---											400
	9	140	---			24	ARM PUNCH	Impact	-			1-1						
	11	670	---			24	GRAVE		Penetration	-		1-1						
	9	140	---			120	---											
	9	250				18		---										
10. Attacker	Five		---	HUSKY	Blazing Heat	39	---											400
	9	140	---			24	ARM PUNCH	Impact	-			1-1						
	11	670	---			24	GRAVE		Penetration	-		1-1						
	9	140	---			120	---											
	9	250				18		---										
11 Missile	Five		---	HUSKY	impact	39	---											400
	9	200	---			24	ARM PUNCH	Impact	-			1-1						
	9	190	---			24	F-1 TONFA	Impact	-			1-1						
	11	520	---			120	---											
	Ten	300				18		GALVADOS	Fiery Fever		3	3-5						
12 Missile	Five		---	HUSKY	impact	39	---											400
	9	200	---			24	ARM PUNCH	Impact	-			1-1						
	9	190	---			24	F-1 TONFA	Impact	-			1-1						
	11	520	---			120	---											
	Ten	300				18		GALVADOS	Fiery Fever		3	3-5						

Up

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Mission 10B

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Basic operations
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PILOT
• PILOT

SKILL
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WEAPON
• Grip
• Shoulder

PARTS
• Computer
• Body
• Arm L
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• Legs
• Backpack
Large mobile weapons

ITEM
• Item

MISSION
• Mission 01
• Mission 02
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Mission 01	Mission 02	Mission 03	Mission04A Mission04B	Mission05A Mission05B	Mission06	Mission07	Mission08	Mission09		Mission 10A Mission 10B	Mission 11A Mission 11B	Mission 12	Mission 13
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Mission 25A Mission 25B	Mission 26												
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Mission40	Mission41	Mission42	Mission43	Mission44	Mission45	Mission46	Mission47	Mission48	Mission49	Mission50	Mission51	Epilog	

• Intermission | Mercenary Barracks | Headquarters | Hangar
• Mission 10B | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Peter / Matt / Gabriel
	Hangar	Add Weapon	
	Arena	Opponent	Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen / Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen
		Stakes	50 / 100 / 300 / 500 / 800

Mercenary Barracks

• Talk to Odd Eye (before going to HQ and before talking to Champ (ÿ))

ÿ OptionsÿAdd weapons to the shop

Choices	First Lap	2nd lap	After the 3rd lap	remarks
Machine Gun Grip	LEOSOCIAL+1	Grip LEOSOCIAL+2	Grip ARTASSAUT+2	
Shotgun faction Grip	CATSRAY SG+1	Grip CATSRAY SG+2	Grip CATSRAY XX+2	Affects the weapons you can obtain when talking to Thresh in Mission 20.
Nothing in particular	Grip NAIL FIRE+1 ÿIf you	Grip NAIL FIRE+2	Grip FLAME FOX+2	

talk to Champ before talking to Odd Eye, you will already have talked to Odd Eye and you will not have a choice to make.
(Once you talk to Odd Eye, you will have already spoken to Champ, and you will no longer be able to hear what Champ has to say.)

Headquarters

• Conversation Events

ÿ ChoicesÿRoute branching

Bridge Defense	Mission 10A: Battle of the Mer River Bridge

• Mission04-05
ÿ 04A ÿ 04B
ÿ 05A ÿ 05B
• Mission 06
• Mission 07
• Mission 08
• Mission 09
• Mission 10-11
ÿ 10A ÿ 10B
ÿ 11A ÿ 11B
• Mission 12
• Mission 13
• Mission 14
• Mission 15
• Mission 16
• Mission 17
• Mission 18
• Mission 19
• Mission 20
• Mission 21
• Mission 22
• Mission 23-25
ÿ 23A ÿ 23B
ÿ 24A ÿ 24B
ÿ 25A ÿ 25B
• Mission 26
• Mission 27
• Mission 28
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• Mission 30
• Mission 31
• Mission 32
• Mission 33
• Mission 34
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• Mission 36
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• Mission 44
• Mission 45
• Mission 46
• Mission 47
• Mission 48
• Mission 49
• Mission 50

Elimination of Tank Unit Mission 10B Tank Hunting

Hangar

ÿShopÿ



Mission 10B

Mission 10B Tank Hunting	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$0		
	Select the unit to be deployed (From the second lap onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

map

terrain	name	Terrain effect Fruit	Normal Hover Tank Tire			
	No entry	0%	-		-	-	-
	Grassland (Road) "Evening"	8%	3	2	3	2

terrain	name	Terrain effect Fruit	Normal Hover Tank Tire			
	Grassland "Evening"	8%	3	2	3	2

• Mission51 •
Epilog

Others •
List of parts available
• Notes
• Tips and tricks

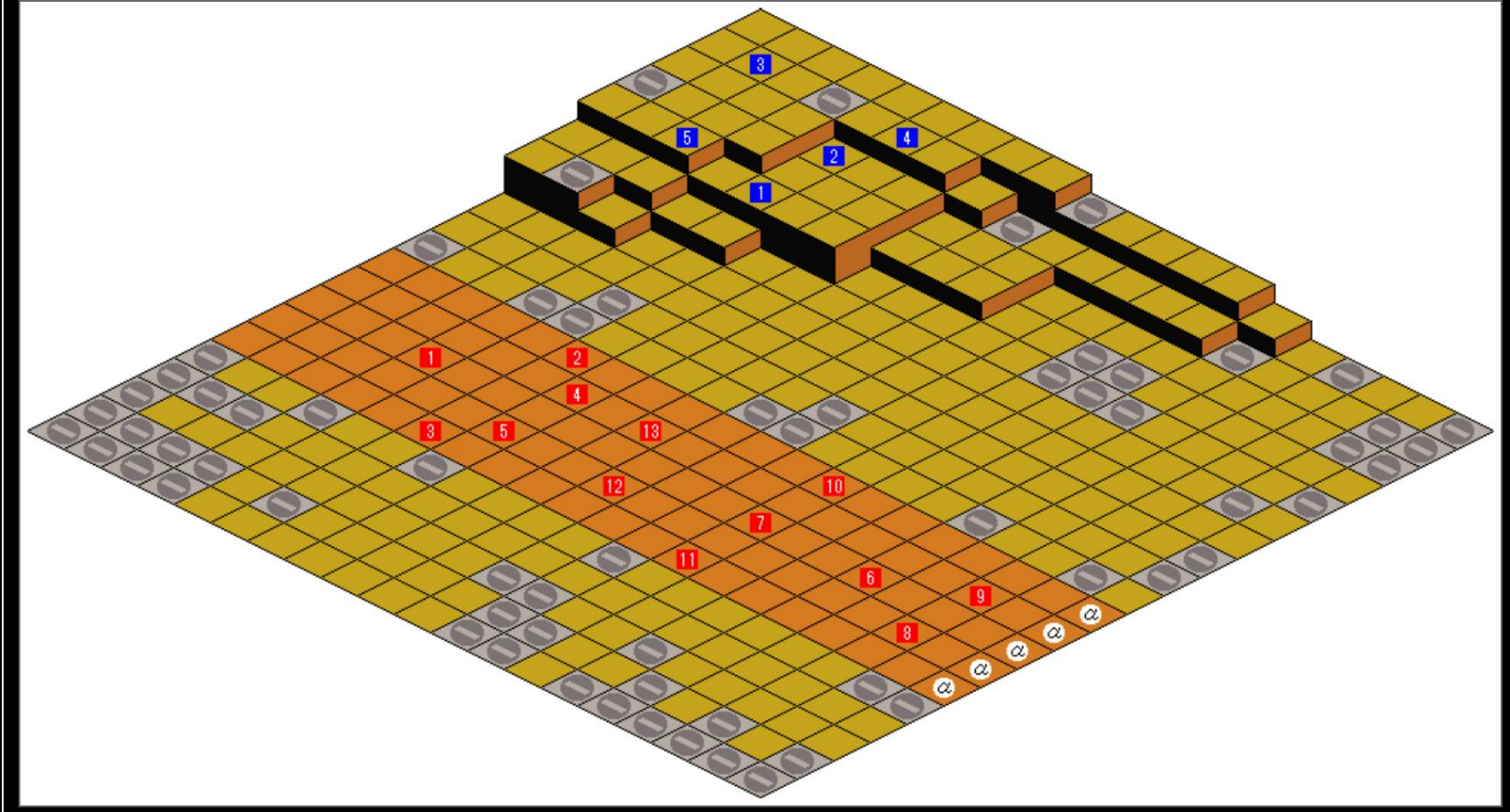
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Up

Number of hits

Currently	1
Today	1
Yesterday	0
Total:	559

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2016-03-20 •
Arena/Opponent M-26
ÿ33
• Arena/Opponent M-09
ÿ16
2016-03-18



The command vehicle (enemy 1) and supply vehicle (enemy 12/13) will leave when they reach the extraction point (map ÿ).

ÿ Enemy kill bonuses are reduced

When you destroy the command vehicle (enemy 1), enemy units will not be able to move, attack, or counterattack for 2 turns.

Up

Parts available

- Arene/Opponent M-43
- ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
- Mission 49
- Mission 48
- Mission 47

- none

Up

Ally

No.	PILOT						MACHINE				WEAPON					ITEM	
	Name	State	Level Fight	Exp.	Level Fight	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					for
			Short		Short					L. Arm	L.Grip						
			Long		Long					R. Arm	R.Grip						
			Agility		Agility			Move		Legs	L. Shoulder						
											R. Shoulder						
1.	Storm						WOLF HEAD										-
2.	Rain						BLUE IRIS										
3.	Oddeye						WILD CAT										
4	Champ						CLAYMORE										
5	Gray						CRUSADER										

Up

enemy

No.	PILOT							MACHINE				WEAPON						
	Name	State	Level Fight	Exp.	Level Fight	Skill		Name	Attribute HP		Body	Body	Attribute Bullet Range					Bo
			Short		Short						L. Arm	L.Grip						
			Long		Long						R. Arm	R.Grip						Na
			Agility		Agility				Move		Legs	L. Shoulder						
												R. Shoulder						
1.	Commander	7				---		Command Car	-		50	---					312	
		Ten	500			---						GRAVE	Penetration -			1-1		
		Ten	500			---					-Large Unit- (No Parts)	---						
		Ten	500			---						---						
		Ten	350			---			6			---						
2.	Attacker	Five				---		Armored Car	-		50	---					312	
		9	140			---						GRAVE	Penetration -			1-1		
		11	670			---					-Large Unit- (No Parts)	---						
		9	140			---						---						
		9	250			---			6			---						
3.	Attacker	Five				ÿÿÿ		Armored Car	-		50	---					312	

No.	PILOT					MACHINE				WEAPON				
	Name	Level		Exp.	Skill	Name	Attribute	HP	Body	Body	Attribute	Bullet	Range	enemy Attack Break Bo , Na unegar
		State	Fight		Fight				L. Arm	L.Grip				
			Short		Short				R. Arm	R.Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility		Move			R. Shoulder				
		9	140		---				-Large Unit- (No Parts)	GRAVE	Penetration	-	1-1	
		11	670		---					---				
		9	140		---					---				
		9	250		---			6		---				
4.	Attacker	6			---	MBT	-	80	---					475
		9	140		---				-Large Unit- (No Parts)	IGUCHI T7 Hot	-		1-4	
		11	670		---					---				
		Ten	400		---					---				
		9	250		---			14		---				
5.	Attacker	6			---	MBT	-	80	---					475
		9	140		---				-Large Unit- (No Parts)	IGUCHI T7 Hot	-		1-4	
		11	670		---					---				
		Ten	400		---					---				
		9	250		---			14		---				
6	Attacker	6			---	MBT	-	80	---					475
		9	140		---				-Large Unit- (No Parts)	IGUCHI T7 Hot	-		1-4	
		11	670		---					---				
		Ten	400		---					---				
		9	250		---			14		---				
7.	Attacker	6			---	MBT	-	80	---					475
		9	140		---				-Large Unit- (No Parts)	IGUCHI T7 Hot	-		1-4	
		11	670		---					---				
		Ten	400		---					---				
		9	250		---			14		---				
8.	Attacker	Five			---	Armored Car	-	50	---					312
		9	140		---				-Large Unit- (No Parts)	GRAVE	Penetration	-	1-1	
		11	670		---					---				
		9	140		---					---				
		9	250		---			6		---				
9.	Attacker	Five			ÿÿÿ	Armored Car	-	50	---					312

No.	PILOT						MACHINE				WEAPON				
	Name	Level			Exp.	Skill	Name	Attribute	HP	Body	Body	Attribute	Bullet	Range	
		State	Fight	Fight						L. Arm	L.Grip				
			Short	Short						R. Arm	R.Grip				
			Long	Long						Legs	L. Shoulder				
			Agility	Agility				Move			R. Shoulder				
		9		140		---				-Large Unit- (No Parts)	GRAVE	Penetration	-	1-1	
		11		670		---					---				
		9		140		---					---				
		9		250		---		6			---				
10	Missile	6				---	SAM Launcher	-	50	---					312
		9		180		---				-Large Unit- (No Parts)	---				
		Ten		380		---					---				
		11		590		---					GALVADOS	Fiery Fever	3	3-5	
		Ten		300		---		6			GALVADOS	Fiery Fever	3	3-5	
11	Missile	6				---	SAM Launcher	-	50	---					312
		9		180		---				-Large Unit- (No Parts)	---				
		Ten		380		---					---				
		11		590		---					GALVADOS	Fiery Fever	3	3-5	
		Ten		300		---		6			GALVADOS	Fiery Fever	3	3-5	
12	Soldier	Five				---	Supply Car	-	50	---					312
		9		140		---				-Large Unit- (No Parts)	---				
		11		670		---					---				
		9		140		---					---				
		9		250		---		6			---				
13	Soldier	Five				---	Supply Car	-	50	---					312
		9		140		---				-Large Unit- (No Parts)	---				
		11		670		---					---				
		9		140		---					---				
		9		250		---		6			---				

Up

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Mission 11A

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PILOT •
PILOT

SKILLS

WEAPON •
Grip •
Shoulder

PARTS •
Computer •
Body •
Arm L •
Arm R •
Legs •
Back Pack •
Large mobile weapon

ITEM
• Item

MISSION •
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Mission40	Mission41	Mission42	Mission43	Mission44	Mission45	Mission46	Mission47	Mission48	Mission49	Mission50	Mission51			Epilog

• Intermission | Headquarters •

Mission 11A | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Peter / Matt
	Hangar		
	Arena	Opponent	Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen / Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen
		Stakes	50 / 100 / 300 / 500 / 800

Headquarters

• Conversation Event

ÿ Mission 11A Fierce Battle in the Valley

Mission 11A

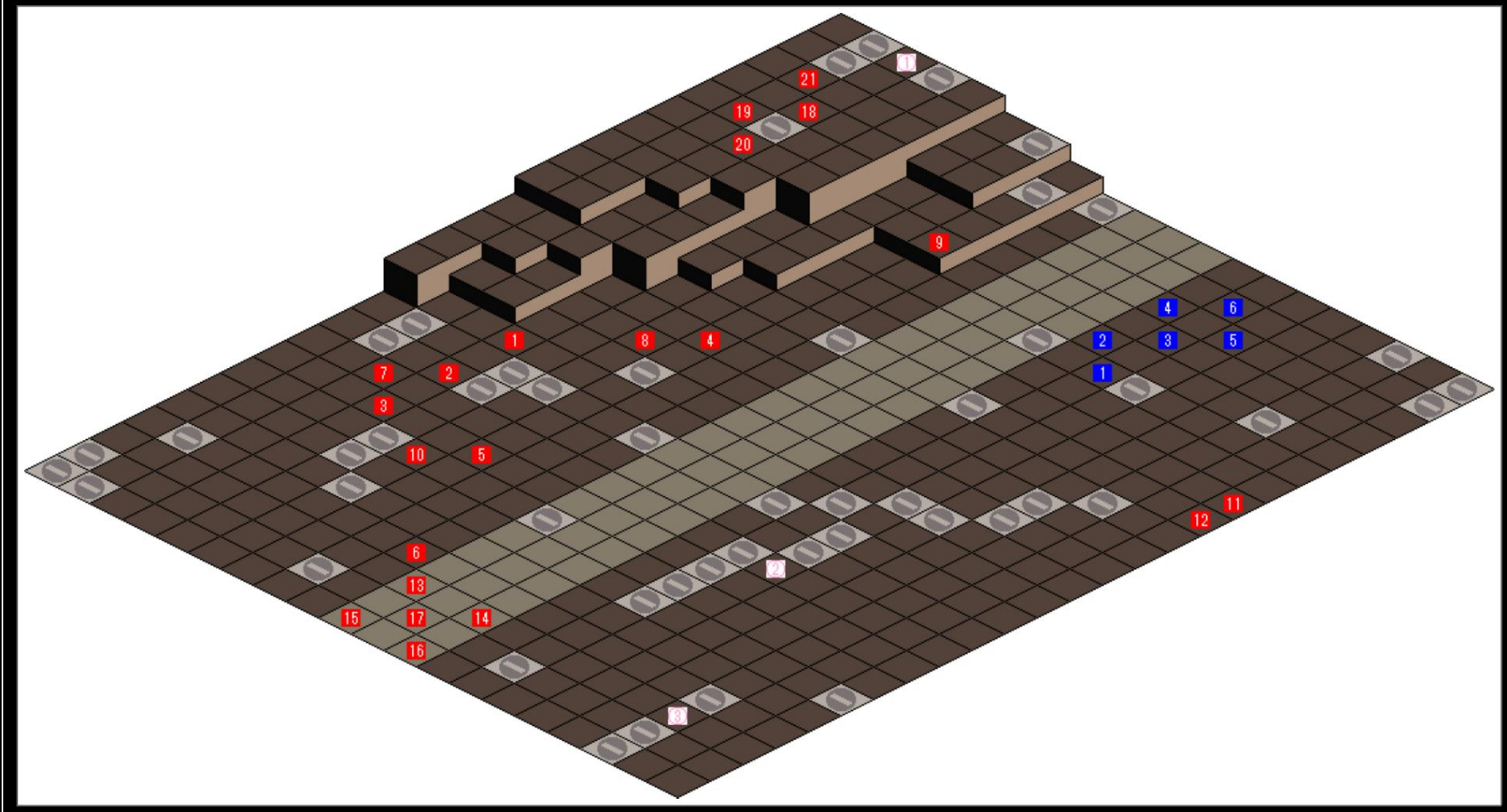
Mission 11A: Fierce Battle in the Valley	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$0		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

map

• Mission04-05
ÿ 04A ÿ 04B
ÿ 05A ÿ 05B
• Mission 06
• Mission 07
• Mission 08
• Mission 09
• Mission 10-11
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• Mission 49
• Mission 50

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	No entry	0%	-		-	-	-
	Wasteland (Road) "Daytime"	8%	3	2	3	2

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	Wasteland "Daytime"	8%	3	2	3	2



- After 2 turns, 7 enemy reinforcements (enemies 11-17) will appear.
- After 4 turns, 4 enemy reinforcements (enemies 18-21) will appear.
- You can earn experience points by using enemy unit supply cars.

Up

• Mission 51
Epilog

others
• Parts availability list
Note
• Tips and tricks

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Up

Number of hits

Currently	1
Today	1
Yesterday	0
Total:	1113

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• Arena/Opponent M-26
ÿ33
• Arena/Opponent M-09
ÿ16
2016-03-18

Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Map ÿ	Body HUSKY Mk.ÿ+1 Grip ZIEGER+2	Large mobile weapon TCK ASSAULT+1	
Mapÿ	Grip RIM-3+1	Grip IGUCHI T7+2 Grip	HEAVY PILE+2
Map ÿ	Grip IBIS+1	Grip EMPIRE+2 Large mobile weapon	GLOSTER+1

Up

Ally

No.	PILOT Name	Level State	Level Fight	Level Short	Level Long	Level Agility	Level Exp.	Level Fight	Level Short	Level Long	Level Agility	Skill	MACHINE Name	Attribute HP	Body	L. Arm	R. Arm	Legs	Move	WEAPON Body	L.Grip	R.Grip	L. Shoulder	R. Shoulder	Attribute Bullet Range	ITEM	Osamu Reason for
1	Storm												WOLF HEAD														-
2	Rain												BLUE IRIS														
3	Oddeye												WILD CAT														
4	Champ												CLAYMORE														
5	Gray												CRUSADER														
6	Soldier	2	9	9	9	9		50	50	50	150	--- --- --- --- ---	Supply Car	-	50 ---	-Large Unit- (No Parts)			8	---	---	---	---	---			416

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
- Mission 49
- Mission 48
- Mission 47

Up

enemy

No.	PILOT						MACHINE				WEAPON				enemy Attack Break Bo , Na vinegar
	Name	Level				Skill	Name	Attribute	HP		Body	Attribute	Bullet	Range	
		State	Fight	Exp.	Fight					Body					
			Short		Short					L. Arm	L.Grip				
			Long		Long					R. Arm	R.Grip				
			Agility		Agility			Move		Legs	L. Shoulder				
											R. Shoulder				
1	Missile	Five				---	SAM Launcher	-	50	---					312
		9		200		---			-Large Unit- (No Parts)		---				
		9		190		---					---				
		11		520		---					GALVADOS Fiery Fever		3	3-5	
		Ten		300				6			GALVADOS Fiery Fever		3	3-5	
2	Missile	Five				---	SAM Launcher	-	50	---					312
		9		200		---			-Large Unit- (No Parts)		---				
		9		190		---					---				
		11		520		---					GALVADOS Fiery Fever		3	3-5	
		Ten		300				6			GALVADOS Fiery Fever		3	3-5	
3	Missile	Five				---	SAM Launcher	-	50	---					312
		9		200		---			-Large Unit- (No Parts)		---				
		9		190		---					---				
		11		520		---					GALVADOS Fiery Fever		3	3-5	
		Ten		300				6			GALVADOS Fiery Fever		3	3-5	
4.	Attacker	6				---	Armored Car	-	50	---					312
		9		180		---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
		11		710		---					---				
		9		180		---					---				
		Ten		290				6			---				
5.	Attacker	6				---	Armored Car	-	50	---					312
		9		180		---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
		11		710		---					---				
		9		180		---					---				
		Ten		290				6			---				
6	Attacker	6				---	Armored Car	-	50	---					312
		9		180		---			-Large Unit- (No Parts)		GRAVE	Penetration	-	1-1	
		11		710		---					---				

No.	PILOT				MACHINE			WEAPON				enemy Attack Break
	Name	Level State	Level Exp.	Skill	Name	Attribute HP	Body / L. Arm / R. Arm / Legs	Body / L.Grip / R.Grip / L. Shoulder / R. Shoulder	Attribute	Bullet	Range	Bo / Na
		Fight / Short / Long / Agility	Fight / Short / Long / Agility			Move						
		9	180	---				---				
		Ten	290			6		---				
7	Soldier	6		---	Supply Car	-	50 ---					312
		9	180	---			-Large Unit- (No Parts)	---				
		11	710	---				---				
		9	180	---				---				
		Ten	290			6		---				
8.	Soldier	6		---	Supply Car	-	50 ---					312
		9	180	---			-Large Unit- (No Parts)	---				
		11	710	---				---				
		9	180	---				---				
		Ten	290			6		---				
9.	Helicopter	6		---	Scout Heli	-	70 ---					450
		9	180	---			-Large Unit- (No Parts)	---				
		11	710	---				GRAVE	Penetration	-	1-1	
		9	180	---				BONE	Blazing Heat	3	3-5	
		Ten	290			20		BONE	Blazing Heat	3	3-5	
10.	Helicopter	6		---	Scout Heli	-	70 ---					450
		9	180	---			-Large Unit- (No Parts)	---				
		11	710	---				GRAVE	Penetration	-	1-1	
		9	180	---				BONE	Blazing Heat	3	3-5	
		Ten	290			20		BONE	Blazing Heat	3	3-5	
11	Attacker	6		---	GALVO	impact	42 ---					270
		9	180	---			25	GRAVE	Penetration	-	1-1	
		11	710	---			25	ARM PUNCH Impact	-		1-1	
		9	180	---			32 ---					
		Ten	290			16		---				
12	Attacker	6		---	GALVO	impact	42 ---					270
		9	180	---			25	GRAVE	Penetration	-	1-1	
		11	710	---			25	ARM PUNCH Impact	-		1-1	

No.	PILOT						MACHINE			WEAPON				
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Attribute Bullet Range			enemy Attack Break Bo r Na vinegar
		State	Fight Short Long Agility		Fight Short Long Agility				Body L. Arm R. Arm Legs	L.Grip R.Grip L. Shoulder R. Shoulder				
				9	180	---			32 ---					
		Ten			290			16		---				
13.	Attacker			6		---			42 ---					
		11			710	---			25 F-1 TONFA Impact -				1-1	
		9			180	---	GALVO	impact	25 F-1 TONFA Impact -				1-1	270
		9			180	---			32 ---					
		Ten			290			16		---				
14	Attacker			6		---			42 ---					
		11			710	---			25 F-1 TONFA Impact -				1-1	
		9			180	---	GALVO	impact	25 F-1 TONFA Impact -				1-1	270
		9			180	---			32 ---					
		Ten			290			16		---				
15	Missile	Five				---			39 ---					
		9			200	---			24 ARM PUNCH Impact -				1-1	
		9			190	---	HUSKY	impact	24 ARM PUNCH Impact -				1-1	270
		11			520	---			30 GALVADOS Fever			3	3-5	
		Ten			300			14		GALVADOS Fiery Fever		3	3-5	
16	Missile	Five				---			39 ---					
		9			200	---			24 ARM PUNCH Impact -				1-1	
		9			190	---	HUSKY	impact	24 ARM PUNCH Impact -				1-1	270
		11			520	---			30 GALVADOS Fever			3	3-5	
		Ten			300			14		GALVADOS Fiery Fever		3	3-5	
17	Missile	Five				---			39 ---					
		9			200	---			24 ARM PUNCH Impact -				1-1	
		9			190	---	HUSKY	impact	24 ARM PUNCH Impact -				1-1	270
		11			520	---			30 GALVADOS Fever			3	3-5	
		Ten			300			14		GALVADOS Fiery Fever		3	3-5	
18	Attacker			6		---			42 ---					
		9			180	---	GALVO	impact	25 GRAVE	Penetration -			1-1	270
		11			710	---			25 ARM PUNCH Impact -				1-1	

No.	PILOT						MACHINE				WEAPON						enemy Attack Break	
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					Bo	
		State	Fight		Fight					L. Arm	L.Grip							
			Short		Short					R. Arm	R.Grip						Na	
			Long		Long					Legs	L. Shoulder							
			Agility		Agility			Move			R. Shoulder							
		9			180	---			32	---								
		Ten			290			16			---							
19	Attacker	6				---	GALVO	impact	42	---								270
		9			180	---			25	GRAVE	Penetration -			1-1				
		11			710	---			25	ARM PUNCH Impact -				1-1				
		9			180	---			32	---								
		Ten			290			16			---							
20	Soldier	2				---	Supply Car	impact	50	---								312
		9			50	---			-Large Unit- (No Parts)		---							
		9			50	---					---							
		9			50	---					---							
		9			150			6			---							
21	Missile	Five				---	HUSKY	impact	39	---								270
		9			200	---			24	ARM PUNCH Impact -				1-1				
		9			190	---			24	ARM PUNCH Impact -				1-1				
		11			520	---			30	GALVADOS Fever			3	3-5				
		Ten			300			14			GALVADOS Fiery Fever		3	3-5				

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Mission 11B

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PILOT •
PILOT

SKILLS

WEAPON •
Grip • Shoulder

PARTS •
Computer • Body • Arm L • Arm R • Legs • Back Pack • Large mobile weapon

ITEM
• Item

MISSION •
Mission01 • Mission02 • Mission03

Mission 01	Mission 02	Mission 03	Mission04A Mission04B	Mission05A Mission05B	Mission06	Mission07	Mission08	Mission09		Mission 10A Mission 10B	Mission 11A Mission 11B	Mission 12	Mission 13
Mission14	Mission15	Mission16	Mission17	Mission18	Mission19	Mission20	Mission21	Mission22			Mission 23A Mission 23B	Mission 24A Mission 24B	Mission 25A Mission 25B	Mission 26
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• Intermission | Headquarters •
Mission 11B | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Peter / Matt
	Hangar		
	Arena	Opponent	Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen / Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen
		Stakes	50 / 100 / 300 / 500 / 800

Headquarters

• Conversation Events

ÿ Mission 11B Destroy supplies

Mission 11B

Mission 11B Destroy supplies	Victory Conditions: Shoot down all enemies (not including containers)		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$400		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

• You can get an enemy destruction bonus for containers that you destroy before reinforcements appear. •

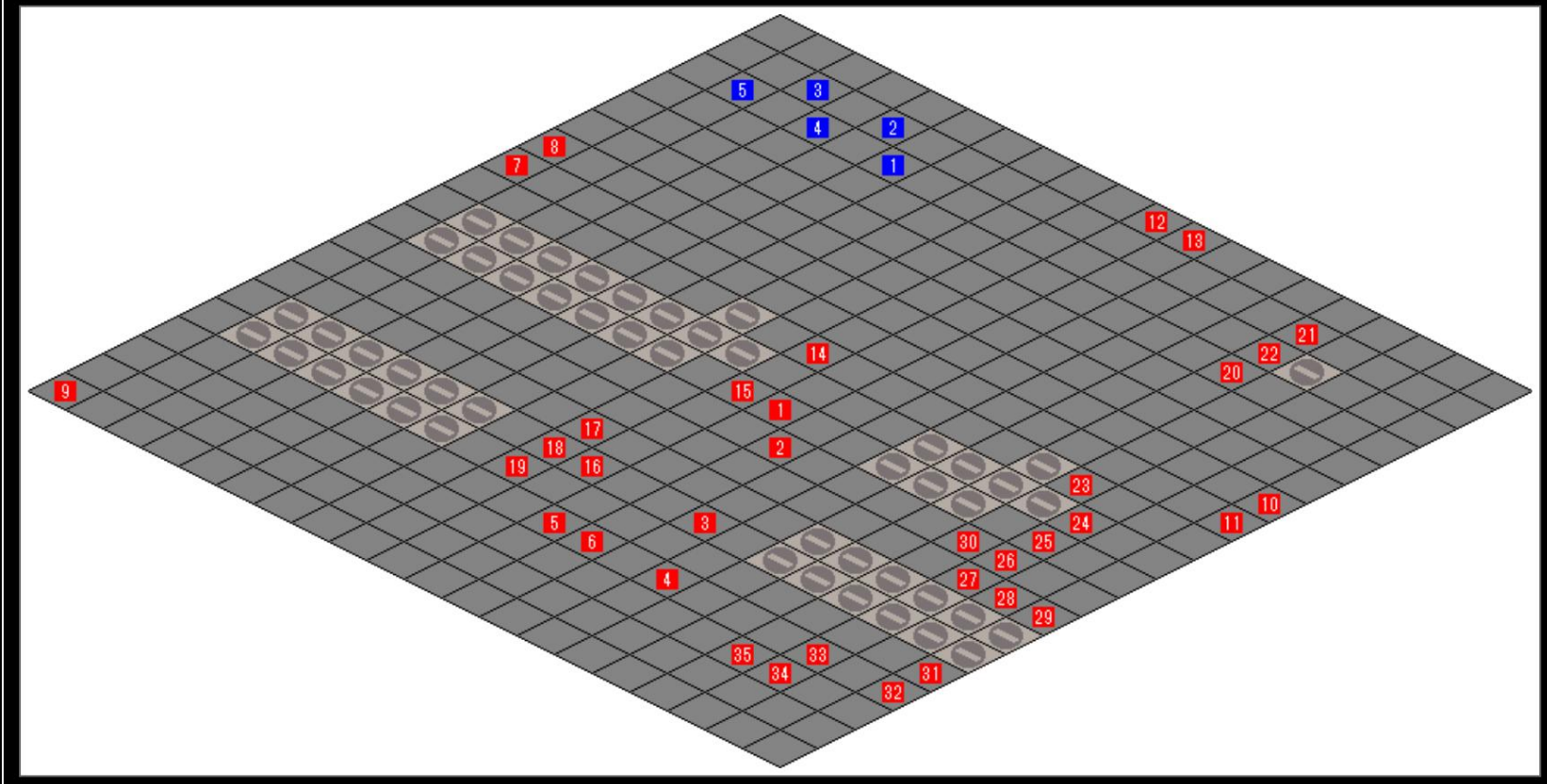
You can obtain parts by destroying certain containers (you can also obtain parts by destroying them after reinforcements appear). • The dialogue after completing a mission will change depending on whether you shoot down all enemies before reinforcements appear or after they appear.

• Mission04-05
ÿ 04A ÿ 04B
ÿ 05A ÿ 05B
• Mission 06
• Mission 07
• Mission 08
• Mission 09
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ÿ 10A ÿ 10B
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ÿ 23A ÿ 23B
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• Mission 48
• Mission 49
• Mission 50

map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	Factory "Night"	20%	3		2	3	2



• After 5 turns, 7 enemy reinforcements (enemies 7-13) will appear.

Up

• Mission 51
Epilog

others
• Parts availability list
Note
• Tips and tricks

Link

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• @wiki User Guide

Up

Number of hits

Currently	1
Today	1
Yesterday	0
Total:	627

Change log

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2016-04-17
• Mission50/figure
• Mission42/figure2
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2016-03-20
• Arena/Opponent M-26
ÿ33
• Arena/Opponent M-09
ÿ16
2016-03-18

Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Container (Enemy 18) Destroy	Item Repair S	Shoulder SUN OWL+1	Shoulder SUN OWL+2
Container (enemy 22) Destroy	Body VAJE+1	Shoulder EGRET+1	Shoulder EGRET+2
Container (30 enemies) Destroy	Arm R VAJE+1	Legs OURS+1	Grip FLAME FOX+2
Destroy container (enemy 32)	Back Pack Chipmunk Item	Repair SP	Item Repair SP

Up

Ally

No.	PILOT Name	State	Level Fight	Short	Long	Agility	Exp. Fight	Short	Long	Agility	Skill	MACHINE Name	Attribute HP	Body	L. Arm	R. Arm	Legs	Move	WEAPON Body	L.Grip	R.Grip	L. Shoulder	R. Shoulder	Attribute Bullet Range	ITEM	Osamu Reason for
1	Storm											WOLF HEAD														-
2	Rain											BLUE IRIS														
3	Oddeye											WILD CAT														
4	Champ											CLAYMORE														
5	Gray											CRUSADER														

Up

enemy

No.	PILOT Name	State	Level Fight	Short	Long	Agility	Exp. Fight	Short	Long	Agility	Skill	MACHINE Name	Attribute HP	Body	L. Arm	R. Arm	Legs	Move	WEAPON Body	L.Grip	R.Grip	L. Shoulder	R. Shoulder	Attribute Bullet Range	enemy Attack Break Bo Na
1	Commander	Five	9			140	--- --- --- --- ---	Command Car	-	50	-Large Unit- (No Parts)	6	---	GRAVE	---	---	---	Penetration -	1-1	312
2	Commander	Five					ÿÿÿ Command Car	-	50																

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
- Mission 49
- Mission 48
- Mission 47

No.	PILOT Name	PILOT State	PILOT Level Fight	PILOT Level Short	PILOT Level Long	PILOT Level Agility	PILOT Exp.	PILOT Skill	MACHINE Name	MACHINE Attribute	MACHINE HP	MACHINE Body	MACHINE L. Arm	MACHINE R. Arm	MACHINE Legs	MACHINE Move	WEAPON Body	WEAPON L.Grip	WEAPON R.Grip	WEAPON L. Shoulder	WEAPON R. Shoulder	WEAPON Attribute	WEAPON Bullet	WEAPON Range	enemy Attack Break Bo , Na vinegar
			9	140				---				-Large Unit- (No Parts)					GRAVE					Penetration	-	1-1	
			11	700				---									---								
			9	140				---									---								
			9	250				---				6					---								
3	Missile		6					---	SAM Launcher	-		50					---								312
			9	180				---				-Large Unit- (No Parts)					---								
			Ten	380				---									---								
			11	590				---									GALVADOS	Fiery Fever					3	3-5	
			Ten	300								6					GALVADOS	Fiery Fever					3	3-5	
4	Missile		6					---	SAM Launcher	-		50					---								312
			9	180				---				-Large Unit- (No Parts)					---								
			Ten	380				---									---								
			11	590				---									GALVADOS	Fiery Fever					3	3-5	
			Ten	300								6					GALVADOS	Fiery Fever					3	3-5	
5.	Soldier		Five					---	Carrier	-		50					---								312
			9	140				---				-Large Unit- (No Parts)					---								
			11	670				---									---								
			9	140				---									---								
			9	250				---				6					---								
6	Soldier		Five					---	Carrier	-		50					---								312
			9	140				---				-Large Unit- (No Parts)					---								
			11	670				---									---								
			9	140				---									---								
			9	250				---				6					---								
7.	Attacker		6					---	GALVO	Penetration		42					---								270
			11	710				---				25	F-1				TONFA	Impact	-					1-1	
			9	180				---				25	F-1				TONFA	Impact	-					1-1	
			9	180				---				32					---								
			Ten	290				---				16					---								
8.	Attacker		6					---	GALVO	Penetration		42					---								270

No.	PILOT					MACHINE				WEAPON					enemy Attack Break Bo - Na vinegar
	Name	Level		Exp.	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
		State	Fight		Fight				L. Arm	L.Grip					
			Short		Short				R. Arm	R.Grip					
			Long		Long				Legs	L. Shoulder					
			Agility		Agility		Move			R. Shoulder					
		11		710	---			25	F-1	TONFA Impact -			1-1		
		9		180	---			25	F-1	TONFA Impact -			1-1		
		9		180	---			32	---						
		Ten		290	---		16			---					
9.	Attacker	6			---	GALVO	Penetration	42	---					270	
		11		710	---			25	F-1	TONFA Impact -			1-1		
		9		180	---			25	F-1	TONFA Impact -			1-1		
		9		180	---			32	---						
		Ten		290	---		16			---					
10	Missile	Five			---	HUSKY	Penetration	39	---					270	
		9		200	---			24	ARM PUNCH	Impact -			1-1		
		9		190	---			24	ARM PUNCH	Impact -			1-1		
		11		520	---			30	GALVADOS	Fever		3	3-5		
		Ten		300	---		14			GALVADOS	Fiery Fever	3	3-5		
11	Missile	Five			---	HUSKY	Penetration	39	---					270	
		9		200	---			24	ARM PUNCH	Impact -			1-1		
		9		190	---			24	ARM PUNCH	Impact -			1-1		
		11		520	---			30	GALVADOS	Fever		3	3-5		
		Ten		300	---		14			GALVADOS	Fiery Fever	3	3-5		
12	Helicopter	Five			---	Scout Heli	-	70	---					450	
		9		140	---			-Large Unit- (No Parts)		GRAVE	Penetration		1-1		
		Ten		400	---					---					
		Ten		400	---					BONE	Blazing Heat	3	3-5		
		9		250	---		20			BONE	Blazing Heat	3	3-5		
13.	Helicopter	Five			---	Scout Heli	-	70	---					450	
		9		140	---			-Large Unit- (No Parts)		GRAVE	Penetration		1-1		
		Ten		400	---					---					
		Ten		400	---					BONE	Blazing Heat	3	3-5		
		9		250	---		20			BONE	Blazing Heat	3	3-5		
14	Container	1			---	Container	-	1		---				250	

No.	PILOT						MACHINE				WEAPON					
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack Break	
		State	Fight		Fight					L. Arm	L.Grip				Bo	
			Short		Short					R. Arm	R.Grip				Na	
			Long		Long					Legs	L. Shoulder				vinegar	
			Agility		Agility			Move			R. Shoulder					
35		9		0		---			-Large Unit- (No Parts)		---					
		9		0		---					---					
		9		0		---					---					
		9		0		---		0			---					

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Mission 12

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PILOT •
PILOT

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Arm L •
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Legs •
Back Pack •
Large mobile weapon

ITEM
• Item

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Mission40	Mission41	Mission42	Mission43	Mission44	Mission45	Mission46	Mission47	Mission48	Mission49	Mission50	Mission51			Epilog

• Intermission | Mercenary Barracks | Headquarters | Hangar •
Mission 12 | Map | Obtainable Parts | Allies | Enemies | Affiliation unknown

intermission

Movable facilities	Headquarters:	After talking with Rain and the Alchemist, you can move.	
	Mercenary Barracks	TEAM MEMBERS	Rain / Gray
		OTHERS	Alchemist (ÿ) / Yuji / Peter / Matt
	Hangar	Weapons/Parts/Add Items	
	Arena	Opponent	Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen / Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen
		Stakes	50 / 100 / 300 / 500 / 800

(*) Talk to Rain to add, then talk to Alchemist to leave

Mercenary Barracks

• Talk to Rain • Talk to Alchemist

Headquarters

• Conversation

Event ÿ Mission 12 New Type

Hangar

ÿShopÿ

Mission 12

Mission 12: New	Victory Condition: Transport vehicle escapes from the area	

• Mission04-05

ÿ 04A ÿ 04B ÿ 05A ÿ 05B • Mission06 • Mission07 • Mission08 • Mission09 • Mission10-11

ÿ 10A ÿ 10B ÿ 11A ÿ 11B • Mission12 • Mission13 • Mission14 • Mission15 • Mission16 • Mission17 • Mission18 • Mission19 • Mission20 • Mission21 • Mission22 • Mission23-25

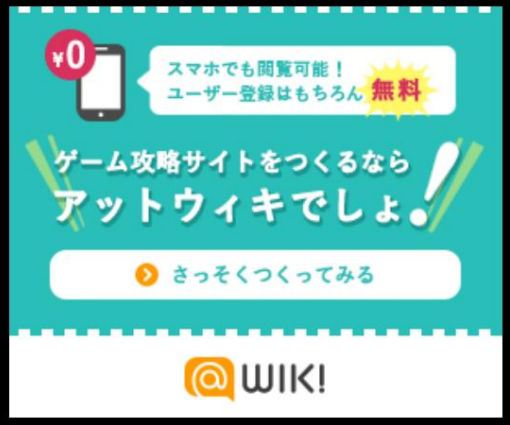
ÿ 23A ÿ 23B ÿ 24A ÿ 24B ÿ 25A ÿ 25B • Mission26 • Mission27 • Mission28 • Mission29 • Mission30 • Mission31 • Mission32 • Mission33 • Mission34 • Mission35 • Mission36 • Mission37 • Mission38 • Mission39 • Mission40 • Mission41 • Mission42 • Mission43 • 4 • Mission45 • Mission46 • Mission47 • Mission48 • Mission49 • Mission50

	Defeat Condition: Storm plane shot down or all transport vehicles destroyed
	Operation Reward H$500
Select the unit to be deployed (from the second round onwards)	Storm
	Selected sortie: Rain / Champ / Odd Eye / Gray

• Even if the container is destroyed, you will not be charged for repairs. ÿ It will only be destroyed when an unknown aircraft appears, but it will not be attacked. • The mission is cleared when all transport vehicles reach the escape point (map ÿ).

ÿ The mission is not cleared even if all enemies are shot down.

• The dialogue after completing the mission will change depending on whether or not at least one transport vehicle was shot down.



map

terrain	name	Terrain Effects	Normal Hover Tank Tire			
	No entry	0%	-		-	-	-

terrain	name	Terrain Effects	Normal Hover Tank Tire			
	Port "Daytime"	8%	3	2	3	2

• Mission51 •
Epilog

Others •
List of parts available
• Notes
• Tips and tricks

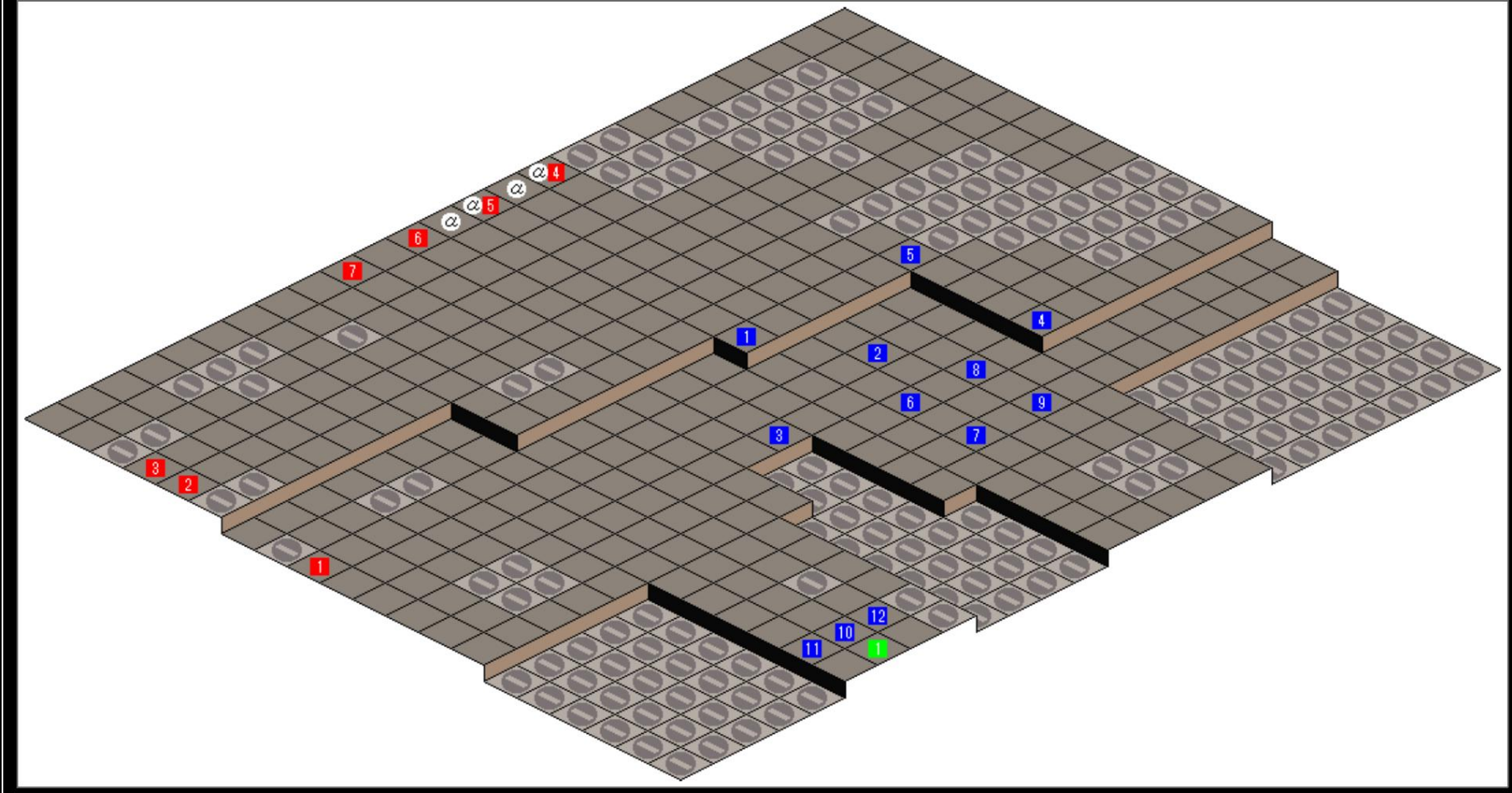
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Up

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ÿ16
2016-03-18



• After 2 turns, 4 enemy reinforcements (enemies 4-7) will appear.

ÿ After reinforcements appear, the transport vehicles (ally 6-9) will not move for 2 turns. • After 4 turns, 1 unit of unknown affiliation (enemy 1) will

appear.ÿ When it appears, it will destroy the container

(ally 10) .ÿ The Chimera unit will retreat when its total HP falls below

about 50%.ÿ Chimera unit: 152 or less

Up

• Arena/Opponent M-43
ÿ51
2016-03-16
• Epilog
• Mission 51
• Mission 50
• Mission 49
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• Mission 47

Parts available

• none

Up

Ally

No.	PILOT						MACHINE				WEAPON				ITEM	
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				Osamu Reason Expenses for
		State	Fight	Exp.	Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
1	Storm						WOLF HEAD									-
2	Rain						BLUE IRIS									
3	Oddeye						WILD CAT									
4	Champ						CLAYMORE									
5	Gray						CRUSADER									
6	Soldier (NPC)	7				---	Supply Car	-	50	---						416
		9	230			---			-Large Unit- (No Parts)		---					
		12	910			---					---					
		9	230			---					---					
		Ten	430			---		8			---					
7	Soldier (NPC)	7				---	Supply Car	-	50	---						416
		9	230			---			-Large Unit- (No Parts)		---					
		12	910			---					---					
		9	230			---					---					

No.	PILOT						MACHINE				WEAPON				ITEM		
	Name	Level		Exp.		Skill	Name	Attribute	HP	Body	Body	Attribute	Bullet	Range			for
		State	Fight		Fight					L. Arm	L.Grip						
			Short		Short					R. Arm	R.Grip						
			Long		Long					Legs	L. Shoulder						
			Agility		Agility			Move			R. Shoulder						
		Ten		430			8				---						
8	Soldier (NPC)	7				---	Supply Car	-	50	---							416
		9		230		---			-Large Unit- (No Parts)		---						
		12		910		---					---						
		9		230		---					---						
		Ten		430				8			---						
9	Soldier (NPC)	7				---	Supply Car	-	50	---							416
		9		230		---			-Large Unit- (No Parts)		---						
		12		910		---					---						
		9		230		---					---						
		Ten		430				8			---						
Ten , 12	Container (NPC)	1				---	Container	-	1	---							-
		9		0		---			-Large Unit- (No Parts)		---						
		9		0		---					---						
		9		0		---					---						
		9		0				0			---						

Up

enemy

No.	PILOT	MACHINE	WEAPON	enemy

Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			Attack Break Bo Na vinegar
	State	Fight Short Long Agility	Exp.	Fight Short Long Agility			Move		L. Arm R. Arm Legs	L.Grip R.Grip L. Shoulder R. Shoulder				
1. Attacker	7				--- --- --- --- ---	GALVO SV	Penetration	48 ---						320
	9	230						36 ARM PUNCH Impact -					1-1	
	12	910						36 LEOSOCIAL PENETRATION -					1-1	
	9	230						36 ---						
	Ten	430					16			---				
2. Attacker	7				--- --- --- --- ---	GALVO SV	Penetration	48 ---						320
	9	230						36 ARM PUNCH Impact -					1-1	
	12	910						36 LEOSOCIAL PENETRATION -					1-1	
	9	230						36 ---						
	Ten	430					16			---				
3 Missile	7				--- --- --- --- ---	ZIGLE-6B	Penetration	42 ---						320
	Ten	280						30 ARM PUNCH Impact -					1-1	
	Ten	330						30 ARM PUNCH Impact -					1-1	
	11	610						30 EGRET	Blazing Heat	3			3-6	
	Ten	480					17			EGRET	Blazing Heat	3		3-6
4 Missile	7				--- --- --- --- ---	ZIGLE-6B	Penetration	42 ---						320
	Ten	280						30 ARM PUNCH Impact -					1-1	
	Ten	330						30 ARM PUNCH Impact -					1-1	
	11	610						30 EGRET	Blazing Heat	3			3-6	
	Ten	480					17			EGRET	Blazing Heat	3		3-6
5. Attacker	7				--- --- --- --- ---	GALVO SV	Penetration	48 ---						320
	9	230						36 ARM PUNCH Impact -					1-1	
	12	910						36 LEOSOCIAL PENETRATION -					1-1	
	9	230						36 ---						
	Ten	430					16			---				
6 Attacker	7				--- --- --- --- ---	GALVO SV	Penetration	48 ---						320
	9	230						36 ARM PUNCH Impact -					1-1	
	12	910						36 LEOSOCIAL PENETRATION -					1-1	
	9	230						36 ---						
	Ten	430					16			---				

		7							42	---								
		Ten	280	---					30	ARM PUNCH	Impact	-		1-1				
7	Missile	Ten	330	---		ZIGLE-6B		Penetration	30	ARM PUNCH	Impact	-		1-1		320		
		11	610	---					30	EGRET	Blazing Heat		3	3-6				
		Ten	480	---				17		EGRET	Blazing Heat		3	3-6				

Up

Affiliation unknown

No.	PILOT							MACHINE				WEAPON					enemy Attack Break Bo - Na vinegar
	Name	Level					Skill Name		Attribute HP		Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight						L. Arm	L.Grip					
			Short		Short						R. Arm	R.Grip					
			Long		Long						Legs	L. Shoulder					
			Agility		Agility				Move			R. Shoulder					
		Ten								300	---						
		9	0	---								301XN CN	penetration / heat-			1-4	
1	Chimera	13	1050	---		X-09		-		-Large Unit- (No Parts)		---					437
		13	1050	---								301XN MS	Heat		Fire	3-6	
		Ten	400	---				15				301XN MS	Heat		Fire	3-6	

Up

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Mission 13

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Arm R •

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Back Pack •

Large mobile weapon

ITEM

• Item

MISSION •

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• IntermissionÿMercenary BarracksÿHeadquarters •

Mission 13ÿMapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters	After talking to Storm and Alchemist, you can move.	
	Mercenary Barracks	TEAM MEMBERS	Storm
		OTHERS	Alchemist(ÿ) / Yuji
	Hangar		
	Arena	Opponent	Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen / Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen
		Stakes	50 / 100 / 300 / 500 / 800

(*) Added when talking to Storm

Mercenary Barracks

• Talk to Storm • Talk to Alchemist ÿ After talking to Alchemist, you will be unable to move to the Hangar or Arena.

Headquarters

• Conversation

event ÿ Mission 13 Spy arrest ÿ

Unable to move to the mercenary barracks

Mission 13

Mission 13 Spy Arrest	Victory Condition:	Shoot down the Alchemist aircraft
	Defeat Condition:	Storm's plane is shot down or Alchemist escapes

• Mission04-05
ÿ 04A ÿ 04B
ÿ 05A ÿ 05B
• Mission 06
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• Mission 10-11
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• Mission 47
• Mission 48
• Mission 49
• Mission 50

Operation Reward H$0		
Select the unit to be deployed (From the second lap onwards)	Definitely go out	storm
	Selective sortie	



map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-
	Grassland (Road) "Daytime"	8%	3	2	3	2	

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	Grassland "Daytime"	8%	3	2	3	2	
	Base "Day"	15%	3	2	3	2	

• Mission51 •
Epilog

Others •
List of parts available
• Notes
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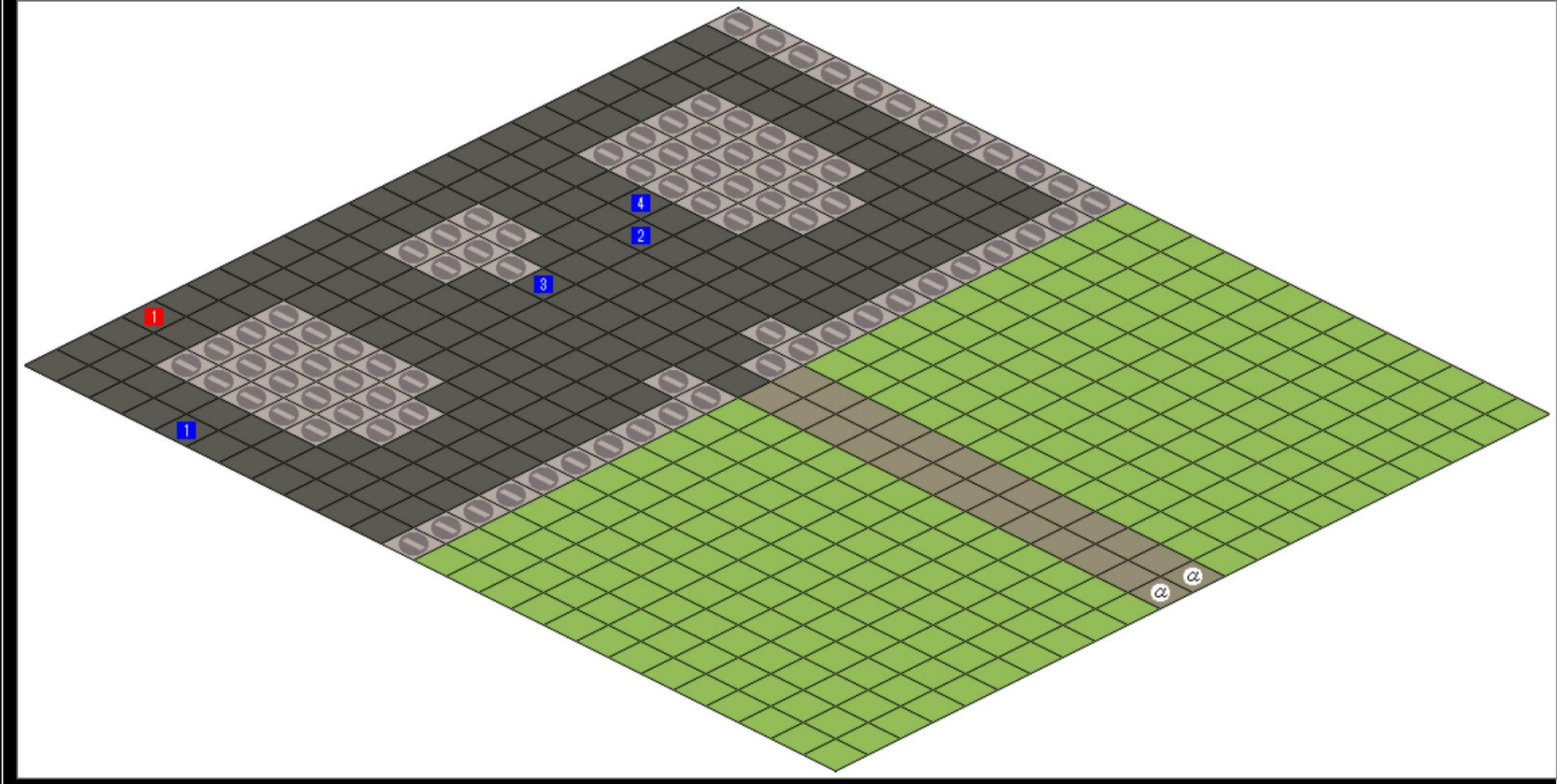
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• After 2 turns, a Storm machine (ally 4) appears.

• Move the jeep and helicopter to the base entrance or rendezvous point (map alpha) to prevent escape.

Up

- Arena/Opponent M-43
ÿ51
2016-03-16
- Epilog
- Mission 51
- Mission 50
- Mission 49
- Mission 48
- Mission 47

Parts available

- none

Up

Ally

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP		Body	WEAPON Body	Attribute Bullet Range			ITEM	Disarm Reason Expiration for
			Short		Short					L. Arm	L.Grip					
			Long		Long					R. Arm	R.Grip					
			Agility		Agility			Move		Legs	L. Shoulder					
											R. Shoulder					
1	Soldier	2				---	Jeep	-	100	---						666
		9		0		---			-Large Unit- (No Parts)		SIEGE	Penetration -		1-1		
		9		200		---					---					
		9		0		---					---					
		9		100		---		6			---					
2. Soldier		2				---	Jeep	-	100	---						666
		9		0		---			-Large Unit- (No Parts)		SIEGE	Penetration -		1-1		
		9		200		---					---					
		9		0		---					---					
		9		100		---		6			---					
3. Helicopter		3				---	Scout Heli	-	150	---						766
		9		0		---			-Large Unit- (No Parts)		SIEGE	Penetration -		1-1		
		9		200		---					---					
		9		100		---					PIZ-3	Blazing Heat	3	3-4		
		9		100		---		18			---					
4. Storm							WOLF HEAD									-

Up

enemy

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP		Body	WEAPON Body	Attribute Bullet Range			enemy Attack Break Bo , Na vinegar
			Short		Short					L. Arm	L.Grip				
			Long		Long					R. Arm	R.Grip				
			Agility		Agility			Move		Legs	L. Shoulder				
											R. Shoulder				

No.	PILOT						MACHINE				WEAPON					enemy Attack Break
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				Bo , Na vinage
		State	Fight		Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
1.	Alchemist	13				---	GALVO SV	impact		48	---					320
		12		875		---				36	ARM PUNCH Impact -			1-1		
		12		900		---				36	LEOSOCIAL PENETRATION -			1-1		
		12		900		---				36	---					
		12		775		---		16			---					

Up

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Mission 14

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PILOT

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Arm L •
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Back Pack •
Large mobile weapon

ITEM
• Item

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• Intermission | Headquarters •

Mission 14 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm (ÿ) / Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Ellen / Peter / Matt
	Hangar		
	Arena	Opponent	Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen / Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen
		Stakes	50 / 100 / 300 / 500 / 800

(*) Added when talking to Rain, Champ, Odd Eye, or Gray

Headquarters

• Conversation

Event ÿ Mission 14 Crash Site Investigation

Mission 14

Mission 14: Crash site investigation	Victory Conditions: Shoot down all enemies and collect all containers		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$2000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

map

• Mission04-05

ÿ 04A ÿ 04B

ÿ 05A ÿ 05B

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• Mission 07
• Mission 08
• Mission 09
• Mission 10-11

ÿ 10A ÿ 10B

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• Mission 23-25

ÿ 23A ÿ 23B

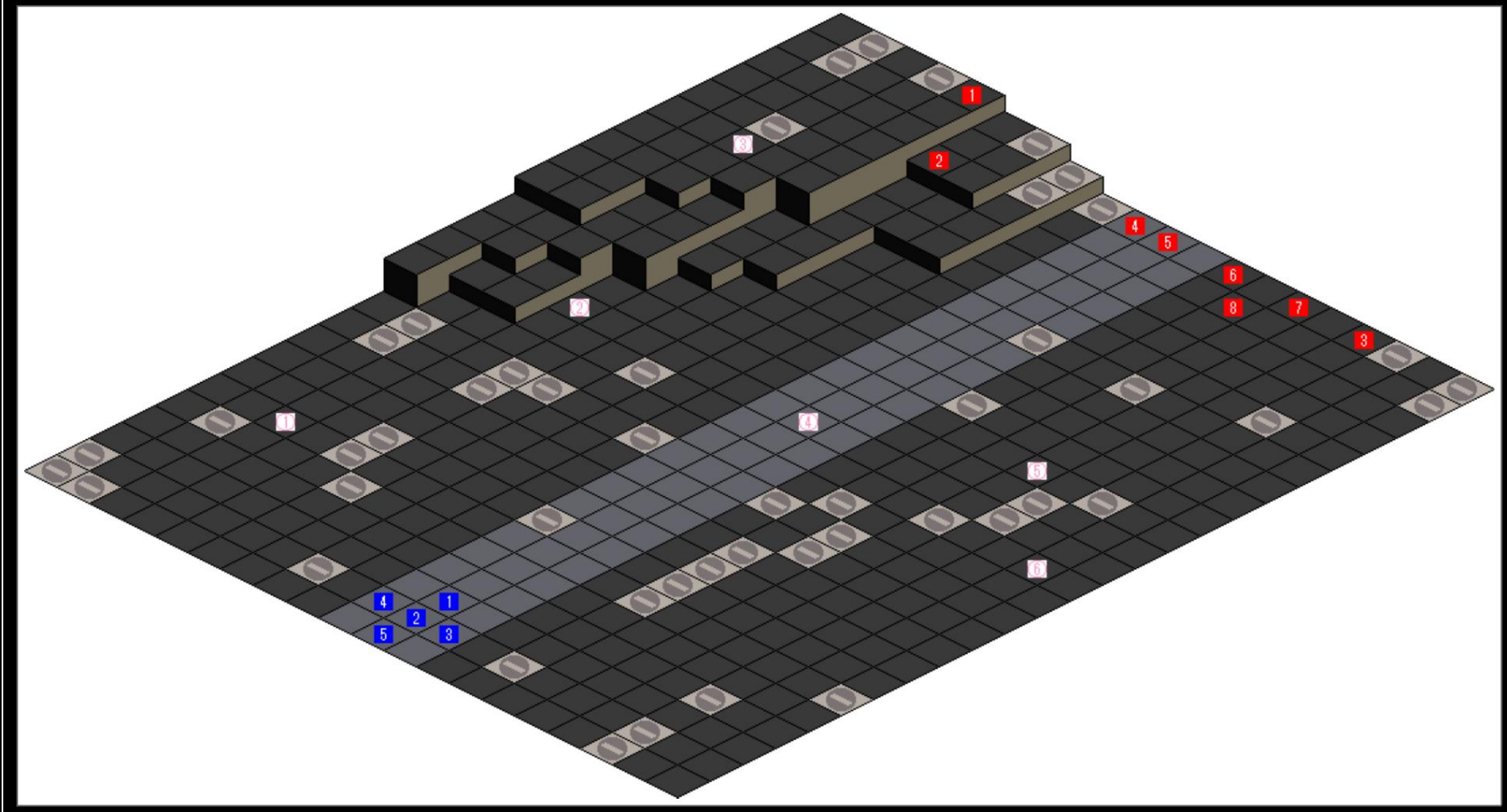
ÿ 24A ÿ 24B

ÿ 25A ÿ 25B

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• Mission 50

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	No entry	0%	-		-	-	-
	Wasteland (Road) "Night"	17%	3	2	3	2

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	Wasteland "Night"	17%	3	2	3	2



- Move onto a container (maps ÿ to ÿ) to collect the cargo and obtain parts.

  ÿ If the cargo is collected by an enemy unit, you cannot collect it even if you shoot down the enemy unit.

  ÿ Enemy 6 reaches the container (map ÿ) in 4 turns

  ÿ Enemy 7 reaches the container (map ÿ) in 2 turns

  ÿ Enemy 8 reaches the container (map ÿ) in 4 turns

- After 2 turns, 8 enemy units (enemies 1-8) will appear.

Up

• Mission 51
Epilog

others
• Parts availability list
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Up

Number of hits

Currently	1
Today	1
Yesterday	0
Total:	660

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ÿ33
• Arena/Opponent M-09
ÿ16
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Parts available

where to get	First Lap		2nd lap		After the 3rd lap	
Container (Map ÿ) Body	MOTH VR.5+1 Large Mobile Weapon			T Item		Repair SP
Container (Map ÿ) Arm L•R	GALVO MRX+1 Body			FROST HW	Large mobile weapon	CLINTON TYPE+1
Container (Map ÿ) Item		Smoke	Large mobile weapon	CLINTON TYP	Grip	PSG-5
Container (Map ÿ) Legs		CRABESANT+1 Arm R		DASLER II	Arm R	DASLER II+1
Container (Map ÿ) Grip		F-2 TONFA+1	Grip	HEAVY PILE+1	Grip	K-SABER+2
Container (Map ÿ) Item		Acid	Arm L/R	FROST HW	Large Mobile Weapon	KONG+1

Up

Ally

No.	PILOT						MACHINE				WEAPON					ITEM	Charmu Reason Expmum for
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					
		State	Fight	Exp.	Fight					L. Arm	L.Grip						
			Short		Short					R. Arm	R.Grip						
			Long		Long					Legs	L. Shoulder						
			Agility		Agility			Move			R. Shoulder						
1.	Storm						WOLF HEAD										-
2.	Rain						BLUE IRIS										
3.	Oddeye						WILD CAT										
4	Champ						CLAYMORE										
5	Gray						CRUSADER										

Up

enemy

- Arena/Opponent M-43 ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
- Mission 49
- Mission 48
- Mission 47

No.	Name	PILOT Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP	Body	WEAPON Body	Attribute Bullet Range			enemy Attack Break Bo Na
			Short		Short				L. Arm	L.Grip				
			Long		Long				R. Arm	R.Grip				
			Agility		Agility			Move	Legs	L. Shoulder				
										R. Shoulder				
1. Helicopter		Ten				---	Scout Heli	-	70	---				450
		Ten	275			---			-Large Unit- (No Parts)	GRAVE	Penetration	-	1-1	
		12	900			---				---				
		12	900			---				GALVADOS Fiery Fever		3	3-5	
		Ten	500			---		20		GALVADOS Fiery Fever		3	3-5	
2. Helicopter		Ten				---	Scout Heli	-	70	---				450
		Ten	275			---			-Large Unit- (No Parts)	GRAVE	Penetration	-	1-1	
		12	900			---				---				
		12	900			---				GALVADOS Fiery Fever		3	3-5	
		Ten	500			---		20		GALVADOS Fiery Fever		3	3-5	
3. Helicopter		Ten				---	Scout Heli	-	70	---				450
		Ten	275			---			-Large Unit- (No Parts)	GRAVE	Penetration	-	1-1	
		12	900			---				---				
		12	900			---				GALVADOS Fiery Fever		3	3-5	
		Ten	500			---		20		GALVADOS Fiery Fever		3	3-5	
4. Attacker		8				---	GALVO SV	Penetration	48	---				320
		Ten	275			---			36	ARM PUNCH Impact	-		1-1	
		13	1050			---			36	LEOSOCIAL PENETRATION	-		1-1	
		Ten	275			---			36	---				
		Ten	500			---		16		---				
5. Commander		8				---	GALVO SV	Penetration	48	---				320
		Ten	275			---			36	ARM PUNCH Impact	-		1-1	
		Ten	275			---			36	EMPIRE	Penetration	-	2-3	
		13	1050			---			36	---				
		Ten	500			---		15		---				
6 Attacker		8				---	GALVO SV	Penetration	48	---				320
		Ten	275			---			36	ARM PUNCH Impact	-		1-1	
		13	1050			---			36	LEOSOCIAL PENETRATION	-		1-1	
		Ten	275			---			36	---				
		Ten	500			---		16		---				

No.	PILOT						MACHINE				WEAPON					
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack Break Bo r Na vinegar
		State	Fight		Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
7.	Attacker	8				---	GALVO SV	Penetration	48	---						320
		Ten	275			---			36	---	ARM PUNCH Impact -			1-1		
		13	1050			---			36	---	LEOSOCIAL PENETRATION -			1-1		
		Ten	275			---			36	---						
		Ten	500			---		16			---					
8.	Attacker	8				---	GALVO SV	Penetration	48	---						320
		Ten	275			---			36	---	ARM PUNCH Impact -			1-1		
		13	1050			---			36	---	LEOSOCIAL PENETRATION -			1-1		
		Ten	275			---			36	---						
		Ten	500			---		16			---					

Up

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Mission 15

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• Intermission | Headquarters •

Mission 15 | Map | Obtainable Parts | Allies | Enemy | Affiliation unknown

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Peter / Matt
	Hangar		
	Arena	Opponent	Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen / Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen
		Stakes	50 / 100 / 300 / 500 / 800

Headquarters

• Conversation

Event ÿ Mission 15 Intrusion

Mission 15

Mission 15: Intrusion	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$1300		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

map

• Mission04-05

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ÿ 05A ÿ 05B

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ÿ 23A ÿ 23B

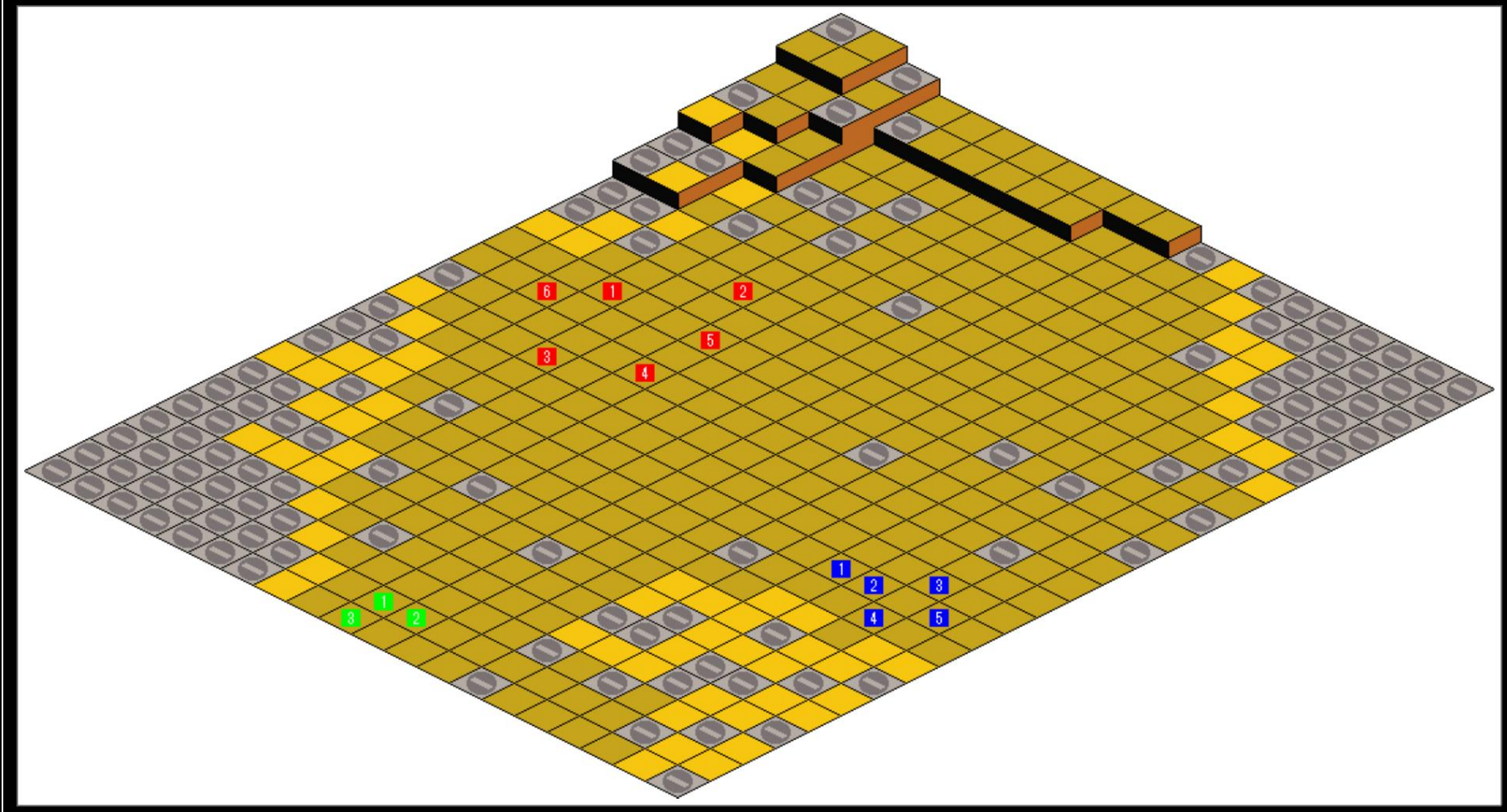
ÿ 24A ÿ 24B

ÿ 25A ÿ 25B

• Mission 26
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• Mission 50

terrain	name	Terrain effect Fruit	Normal Hover Tank Tire			
	No entry	0%	-	-	-	-
	Mori "Evening"	20%		2	3	3

terrain	name	Terrain effect Fruit	Normal Hover Tank Tire			
	Grassland "Evening"	8%	3	2	3	2



When all enemy units (enemy 1-6) are destroyed, 3 units of unknown affiliation (enemy 1-3) will appear.

ÿ If any one of the unknown units' total HP falls below 30%, all units will retreat.

ÿ Berserker: 75 or less

ÿ Wizard: 75 or less

ÿ Chimera Machine: 92 or less

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• Mission 51
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Up

Number of hits

Currently	1
Today	1
Yesterday	0
Total:	617

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Parts available

• none

Up

Ally

No.	PILOT							MACHINE				WEAPON					ITEM	Osamu Reason Kamon for
	Name	State	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					
			Fight			Fight					L. Arm	L.Grip						
			Short			Short					R. Arm	R.Grip						
			Long			Long					Legs	L. Shoulder						
			Agility			Agility			Move			R. Shoulder						
1	Storm							WOLF HEAD										-
2	Rain							BLUE IRIS										
3	Oddeye							WILD CAT										
4	Champ							CLAYMORE										
5	Gray							CRUSADER										

Up

enemy

No.	PILOT							MACHINE				WEAPON					enemy Attack Break Bo Na
	Name	State	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
			Fight			Fight					L. Arm	L.Grip					
			Short			Short					R. Arm	R.Grip					
			Long			Long					Legs	L. Shoulder					
			Agility			Agility			Move			R. Shoulder					

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilog
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No.	PILOT Name	Level State	Level Fight	Level Short	Level Long	Level Agility	Exp. Fight	Exp. Short	Exp. Long	Exp. Agility	Skill	MACHINE Name	Attribute	HP	Move	WEAPON Body	WEAPON L.Grip	WEAPON R.Grip	WEAPON L. Shoulder	WEAPON R. Shoulder	Attribute	Bullet	Range		enemy Attack Break
1.	Commander	8										Command Car	-	50											312
			Ten				275				---					GRAVE					Penetration	-		1-1		
			13				1050				---			-Large Unit- (No Parts)		---									
			Ten				275				---					---									
			Ten				500							6		---									
2.	Attacker	8										Armored Car	-	50											312
			Ten				275				---					GRAVE					Penetration	-		1-1		
			13				1050				---			-Large Unit- (No Parts)		---									
			Ten				275				---					---									
			Ten				500							6		---									
3.	Attacker	8										Armored Car	-	50											312
			Ten				275				---					GRAVE					Penetration	-		1-1		
			13				1050				---			-Large Unit- (No Parts)		---									
			Ten				275				---					---									
			Ten				500							6		---									
4.	Attacker	8										MBT	-	80											475
			Ten				275				---					SMASHER	Impact / Heat-							1-4	
			13				1050				---			-Large Unit- (No Parts)		---									
			Ten				275				---					---									
			Ten				500							14		---									
5.	Attacker	8										MBT	-	80											475
			Ten				275				---					SMASHER	Impact / Heat-							1-4	
			13				1050				---			-Large Unit- (No Parts)		---									
			Ten				275				---					---									
			Ten				500							14		---									
6	Missile	9										ZIGLE-6B	Penetration	42											320
			Ten				475				---			30		ARM PUNCH	Impact	-						1-1	
			Ten				475				---			30		ARM PUNCH	Impact	-						1-1	
			11				750				---			30		EGRET			Blazing Heat		3			3-6	
			11				700							17		EGRET			Blazing Heat		3			3-6	

Up

Affiliation unknown

No.	PILOT						MACHINE			WEAPON				
	Name	State	Level	Exp.	Level	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack Break Bo Na
			Fight		Fight				L. Arm	L.Grip				
			Short		Short				R. Arm	R.Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility			Move		R. Shoulder				
1	1. Berserker		Ten			Double Lv1 --- --- --- ---	X-01	-	75 ---					625
			13		1200				55 F-3 H- ROD Impact-				1-1	
			Ten		500				55 F-3 H- ROD Impact-				1-1	
			Ten		275				60 ---					
			11		600			---, ---		---				
2	2. Wizard		Ten			Guide Lv1 --- --- --- ---	X-07	-	75 ---					625
			Ten		275				55 PSG-5	Penetration -			2-4	
			12		800				55 ARM PUNCH Impact -				1-1	
			13		1200				60 ---					
			Ten		400			---, ---		---				
3	3. Chimera		Ten			Guide Lv1 --- --- --- ---	X-09	-	300 ---					437
			9		0				-Large Unit- (No Parts)	301XN CN penetration / heat-			1-4	
			13		1050					---				
			13		1050					301XN MS Heat		Five	3-6	
			Ten		500			15		301XN MS Heat		Five	3-6	

Up

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Mission 16

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• IntermissionÿMercenary BarracksÿHeadquarters •
Mission 16ÿMapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: After talking to Rain, Champ, Odd Eye, or Gray		
	Mercenary Barracks	TEAM MEMBERS Storm (ÿ) / Rain / Champ / Odd Eye / Gray	
		OTHERS	Yuji / Peter / Matt / Gabriel
	Hangar		
	Arena	Opponent	Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen / Were Wolf / Jimmy / Demon.V / Bleaker / Lich / Jango / Hansen
		Stakes	50 / 100 / 300 / 500 / 800

(*) Added when talking to Rain, Champ, Odd Eye, or Gray

Mercenary

Barracks : Talk to Rain, Champ, Odd Eye, or Gray

• Talk to Yuji
ÿ You can hear about link attacks

Headquarters

• Conversation Events
ÿ Mission 16 Desert raid

Mission 16

Mission 16: Desert Surprise Attack	Victory Condition: Shoot down the Wizard's plane	
	Defeat Condition: Shoot down the Storm plane	

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	Operation Reward H$3000	
Select the unit to be deployed (from the second round onwards)	Storm	
	Selected sortie: Rain / Champ / Odd Eye / Gray	



map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire	
	Desert "Night"	3%	Four	2	2	3	

• Mission51 •
Epilog

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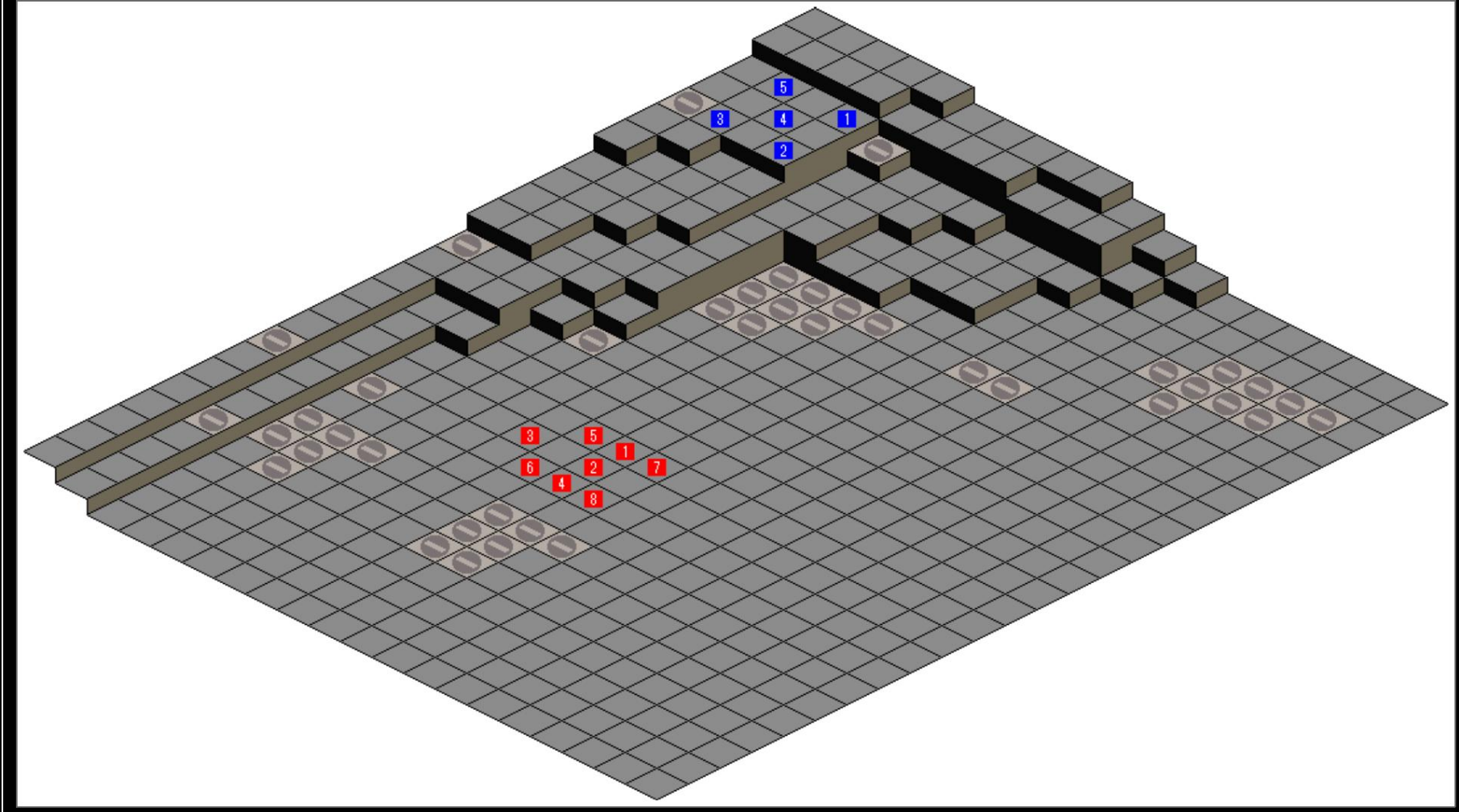
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Currently	1
Today	1
Yesterday	0
Total:	764

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- 3 / other than the Wizard unit (Enemy 2) will retreat when their total HP falls below about 50%.

ÿ Berserker: 124 or less ÿ Golem:

124 or less ÿ Chimera: 151 or

less

ÿ The Chimera (enemy 4) will retreat even if it shoots down 4 enemy units (enemy 5-8).

• Wizard machine parts automatically recover (you can earn experience points in the same way you earn experience points using a supply car)

Up

- Arena/Opponent M-43
- ÿ51

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Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Shoot down 2 enemies	Grip PSG	Grip PSG-5+2	Grip WINEE PLUS+2

Up

Ally

No.	PILOT						MACHINE				WEAPON					ITEM	Osamu Reason Expenses for
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					
		State	Fight	Exp.	Fight					L. Arm	L.Grip						
			Short		Short					R. Arm	R.Grip						
			Long		Long					Legs	L. Shoulder						
			Agility		Agility			Move			R. Shoulder						
1.	Storm						WOLF HEAD										-
2.	Rain						BLUE IRIS										
3.	Oddeye						WILD CAT										
4	Champ						CLAYMORE										
5	Gray						CRUSADER										

Up

enemy

No.	PILOT						MACHINE				WEAPON					enemy Attack Break Bo Na vinegar
	Name	Level				Skill	Name Attribute HP			Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					

		Agility		Agility			Move		R. Shoulder				
1. Berserker		12			Double Lv1	X-01	-	75 ---					625
		16	1800		---			55 F-3 H- ROD Impact-				1-1	
		Ten	500		---			55 F-3 H- ROD Impact-				1-1	
		Ten	275		---			60 ---					
		11	600		---			----	---				
2. Wizard		11			Guide Lv1	X-07	-	75 ---					625
		Ten	275		---			55 PSG-5	Penetration -			2-4	
		12	800		---			55 ARM PUNCH Impact -				1-1	
		15	1600		---			60 ---					
		Ten	400		---			----	---				
3. Golem		Ten			Stun Lv1	X-05	-	75 ---					625
		15	1600		---			55 IRON LUMP Impact -				1-1	
		9	100		---			55 IRON LUMP Impact -				1-1	
		Ten	350		---			60 ---					
		11	550		---			----	---				
4. Chimera		12			Guide Lv1	X-09	-	300 ---					437
		Ten	275		---			-Large Unit- (No Parts)	301XN CN penetration / heat-			1-4	
		14	1500		---				---				
		14	1500		---				301XN MS Heat	Fire		3-6	
		9	0		---			0	301XN MS Heat	Fire		3-6	
5. Commander		Ten			---	Command Car	-	50 ---					312
		Ten	350		---			-Large Unit- (No Parts)	LEOSOCIAL Penetration -			1-1	
		14	1450		---				---				
		Ten	350		---				---				
		11	550		---			6	---				
6 Soldier		Ten			---	Supply Car	-	50 ---					312
		Ten	350		---			-Large Unit- (No Parts)	---				
		14	1450		---				---				
		Ten	350		---				---				
		11	550		---			6	---				
7 Soldier		Ten			---	Supply Car	-	50 ---					312
		Ten	350		---			-Large Unit- (No Parts)	---				
		14	1450		---				---				
		Ten	350		---				---				

		11	550				6		---								
	8. Soldier	Ten		---		Supply Car	-	50	---								312
		Ten	350	---				-Large Unit- (No Parts)	---								
		14	1450	---					---								
		Ten	350	---					---								
		11	550				6		---								

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• IntermissionÿMercenary BarracksÿHQ • Mission 17ÿ
MapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters	After talking with Rain and Odd Eye, you can move.	
	Mercenary Barracks	TEAM MEMBERS	Storm (ÿ) / Rain / Champ / Odd Eye (ÿ) / Gray (ÿ)
		OTHERS	Yuji
	Hangar		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

(*) Added when talking to Rain

Mercenary Barracks

• Talk to Rain • Talk to Odd Eye

Headquarters

• Conversation

Event ÿ Mission 17 Mercenary Base Defense

Mission 17

Mission 17 Mercenary Base Defense	Victory Condition: Defeat all enemies	
	Defeat Condition: Shoot down the Storm plane	
	Operation Reward	H$800

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• Mission 50

	Select the unit to be deployed (From the second lap onwards)	Storm
		Selected sortie: Rain / Champ / Odd Eye / Gray

• You cannot earn enemy destruction bonuses for enemy units that are shot down by friendly units (NPCs).

• If a friendly unit (NPC) is shot down, you will be charged for repairs.



map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-
	Grassland (Road) "Daytime"	8%	3	2	3	2	

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	Grassland "Daytime"	8%	3	2	3	2	
	Base "Day"	15%	3	2	3	2	

• Mission 51
Epilog

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• Parts availability list
Note
• Tips and tricks

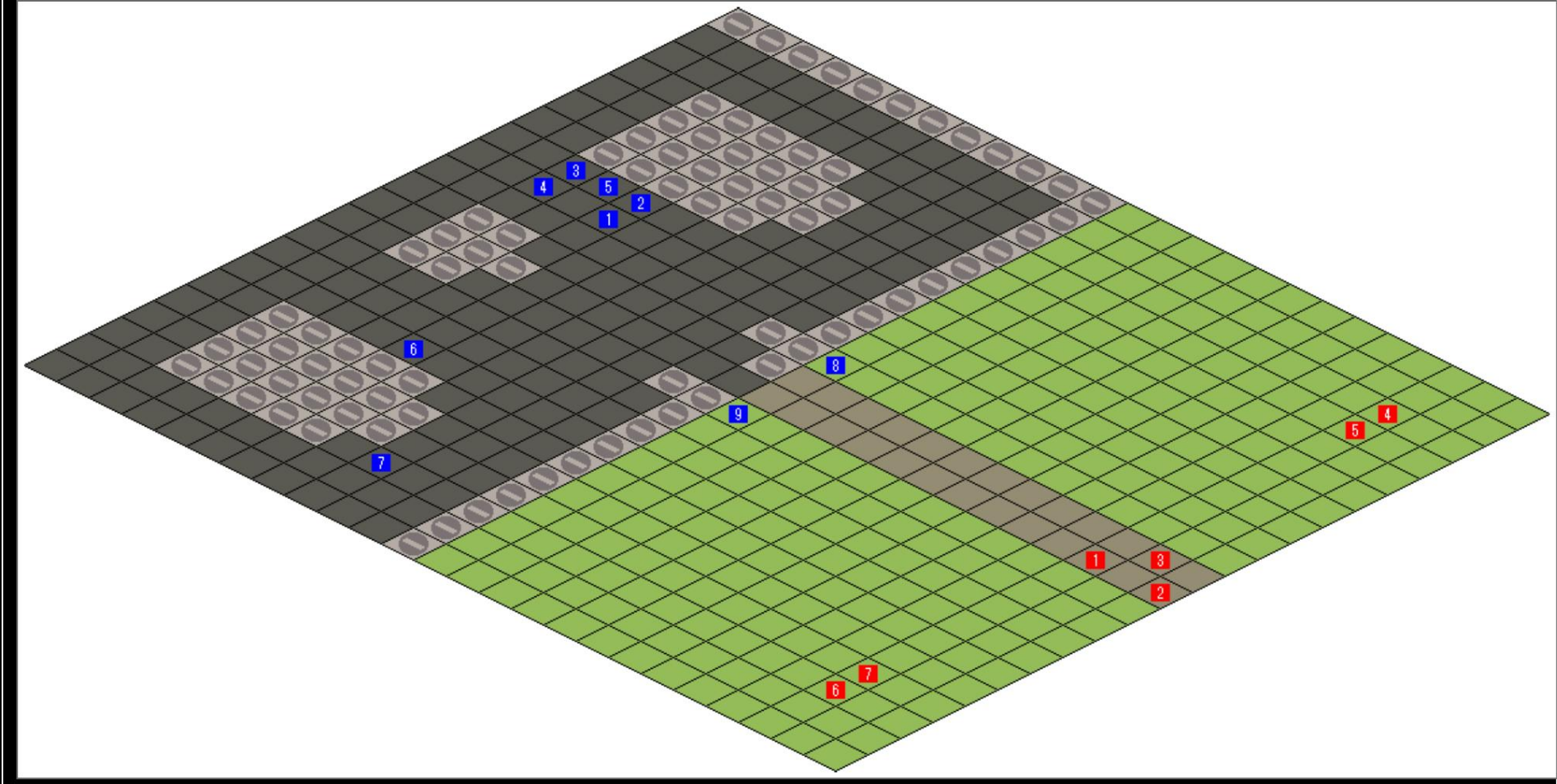
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Up

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Up

Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Shoot down 1 enemy	Grip	F-3 HAND ROD+2 Grip	F-4 HAND ROD+2
Shoot down 2 enemies	Grip	IRON LUMP+2	Grip	K-SABER+2
Shoot down 3 enemies	Large mobile weapon PROTOTYPE	Large mobile weapon PROTOTYPE+1	Large mobile weapon BANYAN

Up

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
- Mission 49
- Mission 48
- Mission 47

Ally

No.	PILOT						MACHINE			WEAPON				ITEM	for
	Name	State	Level Fight / Short / Long / Agility	Exp.	Fight / Short / Long / Agility	Skill	Name	Attribute HP / Move	Body / L. Arm / R. Arm / Legs	Body / L.Grip / R.Grip / L. Shoulder / R. Shoulder	Attribute Bullet Range				
1	Storm						WOLF HEAD								-
2	Rain						BLUE IRIS								
3	Oddeye						WILD CAT								
4	Champ						CLAYMORE								
5	Gray						CRUSADER								
6	Attacker (NPC)	Ten / Ten / 12 / 12 / 11	350 / 900 / 900 / 550		---		PABOTTE II	Penetration / 17	54 --- / 33 PAP-55 / 33 ARM PUNCH / 39 ---	--- / Penetration - / Impact -			1-1 / 1-1		433
7	Attacker (NPC)	Ten / Ten / 12 / 12 / 11	350 / 900 / 900 / 550		---		CRABESANT	Penetration / 17	60 --- / 48 ARM PUNCH / 48 LEOSOCIAL / 60 ---	Impact - / PENETRATION - / WS-20	-	-	1-1 / 1-1 / -		546
8	Soldier (NPC)	Ten / Ten	350		---		TWIN FORSE	-	80 --- / -Large Unit- GNAUTZ	Shock / Flame-			1-4		566

No.	PILOT							MACHINE				WEAPON				ITEM	
	Name	Level		Exp.		Skill		Name	Attribute HP		Body	Body	Attribute Bullet Range				for
		State	Fight		Fight						L. Arm	L.Grip					
			Short		Short						R. Arm	R.Grip					
			Long		Long						Legs	L. Shoulder					
			Agility		Agility				Move			R. Shoulder					
			12		900		---		(No Parts)			---					
			12		900		---					---					
			11		550				0			---					
9	Soldier (NPC)		Ten				---	TWIN FORSE	-		80 ---						566
			Ten		350		---				-Large Unit- (No Parts)	GNAUTZ Impact / Heat-			1-4		
			12		900		---					---					
			12		900		---					---					
			11		550				0			---					

Up

enemy

No.	PILOT							MACHINE				WEAPON					
	Name	Level		Exp.		Skill		Name	Attribute HP		Body	Body	Attribute Bullet Range				Bo Na
		State	Fight		Fight						L. Arm	L.Grip					
			Short		Short						R. Arm	R.Grip					
			Long		Long						Legs	L. Shoulder					
			Agility		Agility				Move			R. Shoulder					
1. Berserker			12				Double Lv1	X-01	-		75 ---						625
			16		1800		---				55 F-3	H- ROD Impact-			1-1		
			Ten		500		---				55 F-3	H- ROD Impact-			1-1		
			Ten		275		---				60 ---						

No.	PILOT					MACHINE			WEAPON				
	Name	Level		Exp.	Skill	Name	Attribute HP		Body	Attribute Bullet Range			enemy Attack Break Bo Na vinegar
		State	Fight / Short / Long / Agility					Body	L.Grip				
								L. Arm	R.Grip				
								R. Arm	L. Shoulder				
								Legs	R. Shoulder				
							Move		---				
			11		600								
2.	Golem		Ten		Stun Lv1	X-05	-	75	---				625
			15		1600			55	IRON LUMP Impact -			1-1	
			9		100			55	IRON LUMP Impact -			1-1	
			Ten		350			60	---				
			11		550		---		---				
3.	Chimera		13		Guide Lv1	X-09	-	300	---				437
			Ten		275			-Large Unit- (No Parts)	301XN CN penetration / heat-			1-4	
			14		1500				---				
			14		1500				301XN MS Heat		Fire	3-6	
			Ten		400		15		301XN MS Heat		Fire	3-6	
4.	Helicopter		Ten		---	AAH34a	-	150	---				575
			Ten		350			-Large Unit- (No Parts)	PAP-55	Penetration -		1-1	
			12		900				---				
			12		900				SUN OWL Hot		3	3-5	
			11		550		18		SUN OWL Hot		3	3-5	
5.	Helicopter		Ten		---	AAH34a	-	150	---				575
			Ten		350			-Large Unit- (No Parts)	PAP-55	Penetration -		1-1	
			12		900				---				
			12		900				SUN OWL Hot		3	3-5	
			11		550		18		SUN OWL Hot		3	3-5	
6.	Helicopter		Ten		---	AAH34a	-	150	---				575
			Ten		350			-Large Unit- (No Parts)	PAP-55	Penetration -		1-1	
			12		900				---				
			12		900				SUN OWL Hot		3	3-5	
			11		550		18		SUN OWL Hot		3	3-5	
7.	Helicopter		Ten		---	AAH34a -		150	---				575
			Ten		350			-Large Unit- (No Parts)	PAP-55	Penetration -		1-1	
			12		900				---				
			12		900				SUN OWL Hot		3	3-5	

No.	PILOT						MACHINE				WEAPON					enemy Attack Break Bo Na vinage
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
		11		550			18				SUN OWL Hot		3	3-5		

Up

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Mission 18

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Basic knowledge • System • Basic operation • Commands • Base facilities • Arena • Clear rewards • Bugs

PILOT •
PILOT

SKILLS

WEAPON •
Grip •
Shoulder

PARTS •
Computer •
Body •
Arm L •
Arm R •
Legs •
Back Pack •
Large mobile weapon

ITEM
• Item

MISSION •
Mission01 •
Mission02 •
Mission03

Mission 01	Mission 02	Mission 03	Mission04A Mission04B	Mission05A Mission05B	Mission06	Mission07	Mission08	Mission09		Mission 10A Mission 10B	Mission 11A Mission 11B	Mission 12	Mission 13
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Mission27	Mission28	Mission29	Mission30	Mission31	Mission32	Mission33	Mission34	Mission35	Mission36	Mission37	Mission38	Mission39		
Mission40	Mission41	Mission42	Mission43	Mission44	Mission45	Mission46	Mission47	Mission48	Mission49	Mission50	Mission51			Epilog

• Intermission | Mercenary Barracks | Headquarters | Hangar •

Mission 18 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters: After talking to Rain, Champ, Odd Eye, or Gray, you can move there.		
	Mercenary Barracks	TEAM MEMBERS Rain / Champ / Odd Eye / Gray	
		OTHERS	Ellen(ÿ) / Matt / Gabriel
	Hangar Weapons/Parts/Add Items		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

(*) Leave the room after talking to Ellen

Mercenary

Barracks : Talk to Rain, Champ, Odd Eye, or Gray

Headquarters

• Conversation

Event ÿ Mission 18 Repair Work

Hangar

ÿShopÿ

Mission 18

Mission 18 Repair Work Victory Condition: Defend the base for 10 turns		

• Mission04-05
ÿ 04A ÿ 04B
ÿ 05A ÿ 05B
• Mission 06
• Mission 07
• Mission 08
• Mission 09
• Mission 10-11
ÿ 10A ÿ 10B
ÿ 11A ÿ 11B
• Mission 12
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• Mission 49
• Mission 50

Defeat Condition: Shoot down the Storm plane	
Operation Reward H$800	
Select the unit to be deployed (From the second lap onwards)	Storm
	Selected sortie: Rain / Champ / Odd Eye / Gray

• The mission will be cleared if all enemies are destroyed.

• The dialogue after clearing the mission will change depending on whether you defended for 10 turns or shot down all enemies.



map

terrain	name	Terrain effect Fruit	Normal Hover Tank Tire			
	No entry	0%	-		-	-	-
	Grassland (Road) "Daytime"	8%	3	2	3	2

terrain	name	Terrain effect Fruit	Normal Hover Tank Tire			
	Grassland "Daytime"	8%	3	2	3	2
	Base "Day"	15%	3	2	3	2

• Mission51 •
Epilog

Others •
List of parts available
• Notes
• Tips and tricks

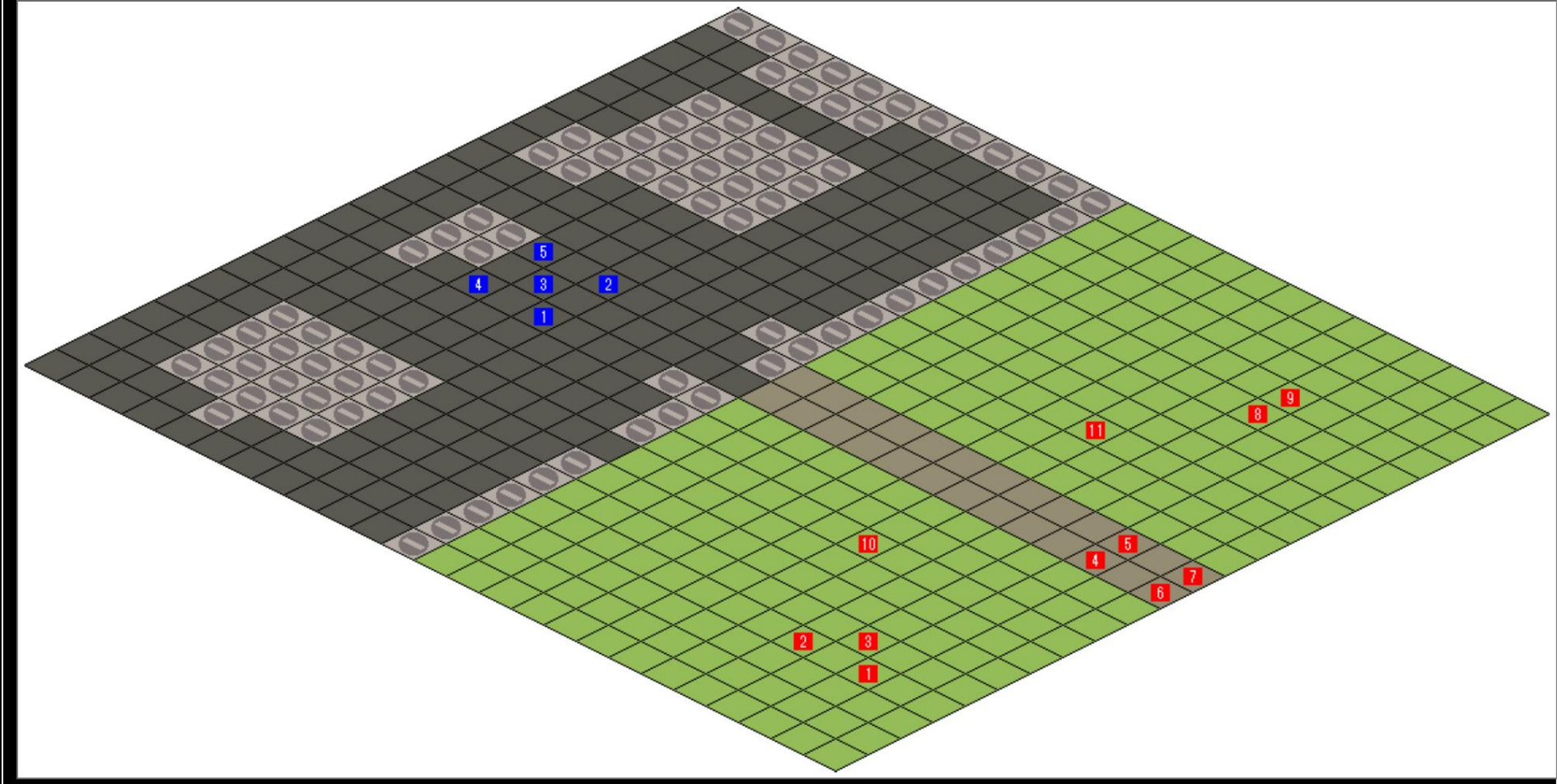
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• Arena/Opponent M-09
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Up

Parts available

• none

Up

- Arena/Opponent M-43
- ÿ51

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- Epilog
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- Mission 47

Ally

No.	PILOT						MACHINE				WEAPON							
	Name	State	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			ITEM	Osamu Reason Expenses for
			Fight	Fight							L. Arm	L.Grip						
			Short	Short							R. Arm	R.Grip						
			Long	Long							Legs	L. Shoulder						
			Agility	Agility					Move			R. Shoulder						
1.	Storm							WOLF HEAD										-
2.	Rain							BLUE IRIS										
3	Champ							CLAYMORE										
4.	Oddeye							WILD CAT										
5	Gray							CRUSADER										

Up

enemy

No.	PILOT						MACHINE				WEAPON						
	Name	State	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack Break Bo , Na vinger
			Fight	Fight							L. Arm	L.Grip					
			Short	Short							R. Arm	R.Grip					
			Long	Long							Legs	L. Shoulder					
			Agility	Agility					Move			R. Shoulder					
1.	Commander	11			---			OSV-T	-		200 ---						
		Ten		350	---						-Large Unit- (No Parts)	BOA-36	Impact/ heat	-		1-4	375
		15		1750	---							BOA-36	Impact/ heat	-		1-4	
		Ten		350	---							SUN OWL Hot			3	3-5	

No.	PILOT					MACHINE			WEAPON				
	Name	Level		Exp.	Skill	Name	Attribute HP		Body	Attribute Bullet Range			enemy Attack Break Bo - Na vinegar
		State	Fight / Short / Long / Agility		Fight / Short / Long / Agility			Body / L. Arm / R. Arm / Legs	L.Grip / R.Grip / L. Shoulder / R. Shoulder				
							Move						
		11		550			Ten		SUN OWL Hot		3	3-5	
2.	Attacker	11			---	GENEM		66 ---					
		Ten		350	---		Penetration	54 PAP-55		Penetration -		1-1	
		15		1750	---			54 Catsray SG Impact -				1-1	400
		Ten		350	---			54 ---					
		11		550			16		---				
3.	Attacker	11			---	GENEM		66 ---					
		Ten		350	---		Penetration	54 PAP-55		Penetration -		1-1	
		15		1750	---			54 Catsray SG Impact -				1-1	400
		Ten		350	---			54 ---					
		11		550			16		---				
4.	Attacker	11			---	GENEM		66 ---					
		Ten		350	---		Penetration	54 PAP-55		Penetration -		1-1	
		15		1750	---			54 Catsray SG Impact -				1-1	400
		Ten		350	---			54 ---					
		11		550			16		---				
5.	Attacker	11			---	GENEM		66 ---					
		Ten		350	---		Penetration	54 PAP-55		Penetration -		1-1	
		15		1750	---			54 Catsray SG Impact -				1-1	400
		Ten		350	---			54 ---					
		11		550			16		---				
6	Attacker	11			---	GENEM		66 ---					
		Ten		350	---		Penetration	54 PAP-55		Penetration -		1-1	
		15		1750	---			54 Catsray SG Impact -				1-1	400
		Ten		350	---			54 ---					
		11		550			16		---				
7.	Attacker	11			---	GENEM Penetration		66 ---					
		Ten		350	---			54 PAP-55		Penetration -		1-1	
		15		1750	---			54 Catsray SG Impact -				1-1	400
		Ten		350	---			54 ---					

No.	PILOT						MACHINE				WEAPON					
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack Break Bo - Na vinegar
		State	Fight		Fight					L. Arm	L.Grip				
			Short		Short					R. Arm	R.Grip				
			Long		Long					Legs	L. Shoulder				
			Agility		Agility			Move			R. Shoulder				
		11		550				16			---				
8	Missile	11				---	GROPPE	Penetration	54	---					400
		Ten		350		---			42	ARM PUNCH Impact	-			1-1	
		Ten		350		---			42	ARM PUNCH Impact	-			1-1	
		15		1750		---			42	SUN OWL Fever			3	3-5	
		11		550				20			BONE	Blazing Heat	3	3-5	
9	Missile	11				---	GROPPE	Penetration	54	---					400
		Ten		350		---			42	ARM PUNCH Impact	-			1-1	
		Ten		350		---			42	ARM PUNCH Impact	-			1-1	
		15		1750		---			42	SUN OWL Fever			3	3-5	
		11		550				20			BONE	Blazing Heat	3	3-5	
10	Missile	11				---	GROPPE	Penetration	54	---					400
		Ten		350		---			42	ARM PUNCH Impact	-			1-1	
		Ten		350		---			42	ARM PUNCH Impact	-			1-1	
		15		1750		---			42	SUN OWL Fever			3	3-5	
		11		550				20			BONE	Blazing Heat	3	3-5	
11	Missile	11				---	GROPPE	Penetration	54	---					400
		Ten		350		---			42	ARM PUNCH Impact	-			1-1	
		Ten		350		---			42	ARM PUNCH Impact	-			1-1	
		15		1750		---			42	SUN OWL Fever			3	3-5	
		11		550				20			BONE	Blazing Heat	3	3-5	

Up

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Mission 19

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PILOT

SKILLS

WEAPON •
Grip •
Shoulder

PARTS •
Computer •
Body •
Arm L •
Arm R •
Legs •
Back Pack •
Large mobile weapon

ITEM
• Item

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• Intermission | Headquarters •
Mission 19 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain
		OTHERS	Yuji / Matt / Gabriel / Thresh
	Hangar		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

Headquarters

• Conversation

Event ÿ Mission 19 New Weapon Test 1

Mission 19

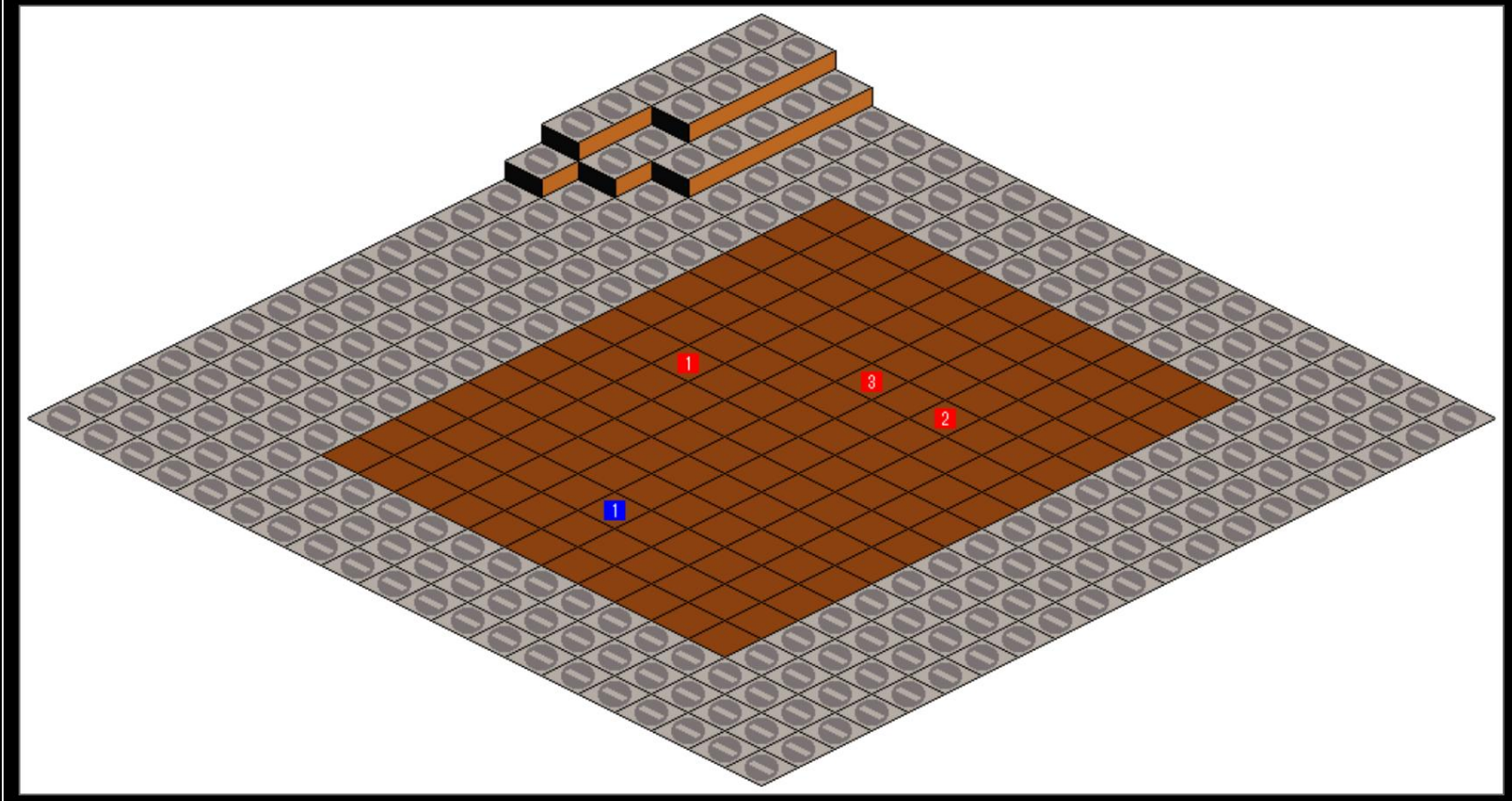
Mission 19 New Weapon Test 1	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$800		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selective sortie	

map

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• Mission 50

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	Wasteland "Evening"	8%	3		2	3	2



When all enemy units (enemy 1-2) are destroyed, one enemy reinforcement (enemy 3) will appear.

Up

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Epilog

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Parts available

• none

Up

Ally

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP	Body	WEAPON Body	Attribute Bullet Range	ITEM	Osamu Reason Expenses for
			Short		Short				L. Arm	L.Grip			
			Long		Long				R. Arm	R.Grip			
			Agility		Agility			Move	Legs	L. Shoulder			
										R. Shoulder			
1.	Storm						WOLF HEAD						-

Up

enemy

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill Name	MACHINE	Attribute HP	Body	WEAPON Body	Attribute Bullet Range	enemy Attack Break Bo , Na vinegar
			Short		Short				L. Arm	L.Grip		
			Long		Long				R. Arm	R.Grip		
			Agility		Agility			Move	Legs	L. Shoulder		
										R. Shoulder		
1	Remote	11				---	MOTH	impact	66	---		430
		15	1750			---			54	ARM PUNCH Impact -	1-1	
		9	250			---			54	HEAVY PILE+1 piercing -	1-1	
		Ten	350			---			60	---		
		11	550					19		---		
2.	Remote	11				---	MOTH	impact	66	---		430
		15	1750			---			54	ARM PUNCH Impact -	1-1	
		9	250			---			54	HEAVY PILE+1 piercing -	1-1	
		Ten	350			---			60	---		
		11	550					19		---		
3.	Remote	11				---	MOTH	impact	66	---		430
		15	1750			---			54	ARM PUNCH Impact -	1-1	
		9	250			---			54	HEAVY PILE+ 2 penetration-	1-1	
		Ten	350			---			60	---		
		11	550					19		---		

- Arena/Opponent M-43 ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
- Mission 49
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Up

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Mission 20

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• PILOT

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ITEM
• Item

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• Mission 01
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Mission40	Mission41	Mission42	Mission43	Mission44	Mission45	Mission46	Mission47	Mission48	Mission49	Mission50	Mission51	Epilog

• Intermission | Mercenary Barracks | Headquarters
• Mission 20 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		After talking to Odd Eye and Raikov, you can move.
	Mercenary Barracks	TEAM MEMBERS	Odd Eye
		OTHERS	Rykov (ÿ1) / Thresh (ÿ2)
	Hangar		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

(ÿ1) Added when talking to Odd Eye
(ÿ2) Leave the room after talking to Thresh

Mercenary Barracks

• Talk to Odd Eye
ÿ Choices have no effect on events
• Talk to Raikov

• Talk to Thresh
ÿ Get weapons

Choices	First Lap	2nd lap	After the 3rd lap	remarks
Machine Gun Grip	LEO STAN+1 Grip	LEO STAN+2 Grip	ARTASSAUTDOU+2	Changes depending on the choice you make when talking to Odd Eye in Mission 10 If you are not having a conversation, it will be the same as selecting "Nothing in particular"
Shotgun Grip	GALE SG+1 Grip	GALE SG+2 Grip	CIRCULAR+2	
Nothing in particular	Shoulder PIZ-8+1	Shoulder PIZ-8+2	Shoulder ALBATROSS+2	

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Headquarters

• Conversation

Event ÿ Mission 20 New Weapon Test 2



Mission 20

Mission 20 New Weapon Test 2	Victory Condition: Defeat all enemies	
	Defeat Condition: Shoot down the Storm plane	
	Operation Reward H$800	
	Select the unit to be deployed (from the second round onwards)	Storm / Odd Eye
		Selective sortie

• The dialogue after clearing the mission will change depending on whether or not you shoot down the reinforcements within 5 turns.

map

terrain	name	Terrain Effects	Normal Hover Tank Tire			
	No entry	0%	-		-	-	-

terrain	name	Terrain Effects	Normal Hover Tank Tire			
	Wasteland "Night"	17%	3	2	3	2

• Mission51 •
Epilog

Others •
List of parts available
• Notes
• Tips and tricks

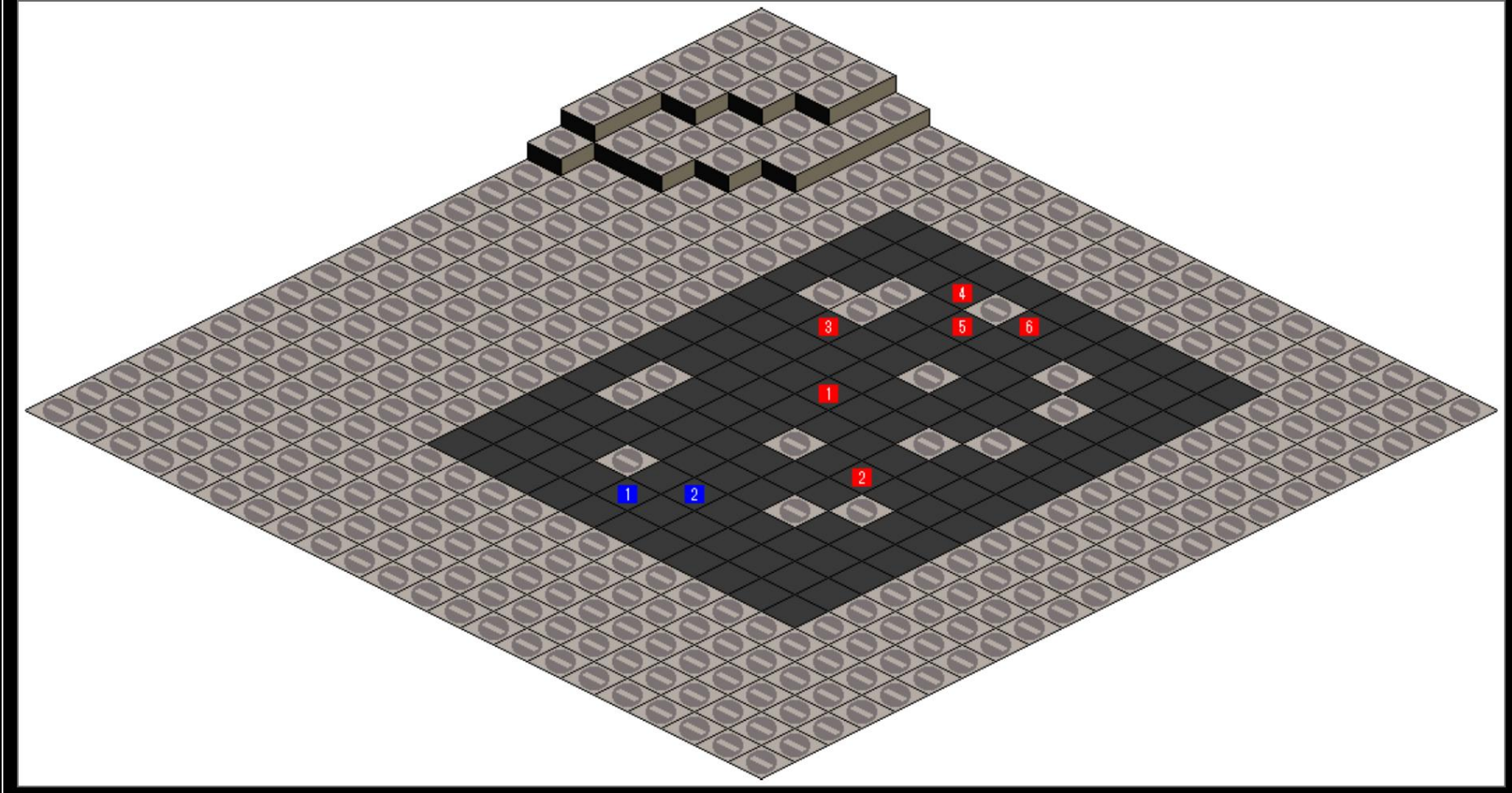
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Up

Number of hits

Currently	1
Today	1
Yesterday	0
Total:	682

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ÿ33
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• When all enemy units (enemies 1-3) are destroyed, 3 enemy reinforcements (enemies 4-6) will appear. ÿ If you destroy all 3 reinforcements within 5 turns, you can obtain parts.

Up

- Arena/Opponent M-43
ÿ51
2016-03-16
- Epilog
- Mission 51
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Parts available

where to get	First Lap	2nd lap	After the 3rd lap	remarks
Clear Reward	Computer ÿÿÿÿÿÿ Body ÿÿÿÿÿ+1	Body ÿÿÿÿÿÿ+1	Shoot down reinforcements within 5 turns	

Up

Ally

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP	Body	WEAPON Body	Attribute Bullet Range	ITEM	Osamu Reason Ingenuity for
			Short		Short				L. Arm	L.Grip			
			Long		Long				R. Arm	R.Grip			
			Agility		Agility			Move	Legs	L. Shoulder			
										R. Shoulder			
1.	Storm						WOLF HEAD						-
2.	Oddeye						WILD CAT						

Up

enemy

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill Name	MACHINE	Attribute HP	Body	WEAPON Body	Attribute Bullet Range	enemy Attack Break Bo Na vinegar
			Short		Short				L. Arm	L.Grip		
			Long		Long				R. Arm	R.Grip		
			Agility		Agility			Move	Legs	L. Shoulder		
										R. Shoulder		
1	Remote	11				---	MOTH	impact	66 ---			
		Ten	350			---			54 ARM PUNCH Impact -		1-1	
		15	1750			---			54 GRAVE S Penetration -		1-1	430
		Ten	350			---			60WS-20 - -		-	
		11	550			---		18	---			
2	Remote	11				---	MOTH	impact	66 ---			
		Ten	350			---			54 ARM PUNCH Impact -		1-1	
		15	1750			---			54 GRAVE S Penetration -		1-1	430
		Ten	350			---			60WS-20 - -		-	
		11	550			---		18	---			
3	Remote	11				---	MOTH Impact		66 ---			
		15	1750			---			54 ARM PUNCH Impact -		1-1	430
		Ten	350			---			54 F-4 H- ROD Impact-		1-1	

No.	Name	PILOT						MACHINE				WEAPON					enemy Attack Break
		Level					Skill Name		Attribute HP		Body	Body	Attribute Bullet Range				Bo , Na vinegar
		State	Fight	Exp.	Fight						L. Arm	L.Grip					
			Short		Short						R. Arm	R.Grip					
			Long		Long						Legs	L. Shoulder					
			Agility		Agility				Move			R. Shoulder					
			Ten		350		---		60		WS-20		-	-	-		
			11		550				19			---					
4.	Remote		12				---	MOTH	impact		66	---					430
			Ten		500		---				54	ARM PUNCH Impact -			1-1		
			Ten		500		---				54	ARM PUNCH Impact -			1-1		
			15		1550		---				60	---					
			11		750				18			SUN OWL Hot		3	3-5		
5.	Remote		12				---	MOTH	impact		66	---					430
			Ten		500		---				54	ARM PUNCH Impact -			1-1		
			Ten		500		---				54	ARM PUNCH Impact -			1-1		
			15		1550		---				60	---					
			11		750				18			GOLDIAS Fiery Heat		2	3-6		
6	Remote		12				---	MOTH	impact		66	---					430
			Ten		500		---				54	ARM PUNCH Impact -			1-1		
			Ten		500		---				54	ARM PUNCH Impact -			1-1		
			15		1550		---				60	---					
			11		750				18			GOLDIAS Fiery Heat		2	3-6		

Up

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Mission 21

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PILOT

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Large mobile weapon

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• Intermission | Headquarters •

Mission 21 | Map | Obtainable Parts | Allies | Enemies | Affiliation unknown

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain (ÿ1) / Champ / Odd Eye (ÿ2) / Gray (ÿ2)
		OTHERS	Yuji / Thomas (ÿ3)
	Hangar		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

(ÿ1) Talk to Rain to leave the room, then talk to Odd Eye or Gray to add them. (ÿ2) Talk to Rain to add them. (ÿ3) Talk to Thomas to leave the room.

Headquarters

• Conversation

Event ÿ Mission 21: Through the Sand

Mission 21

Mission 21: Through the dust	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$800		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

• Mission04-05

ÿ 04A ÿ 04B
ÿ 05A ÿ 05B
• Mission 06
• Mission 07
• Mission 08
• Mission 09
• Mission 10-11

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• Mission 17
• Mission 18
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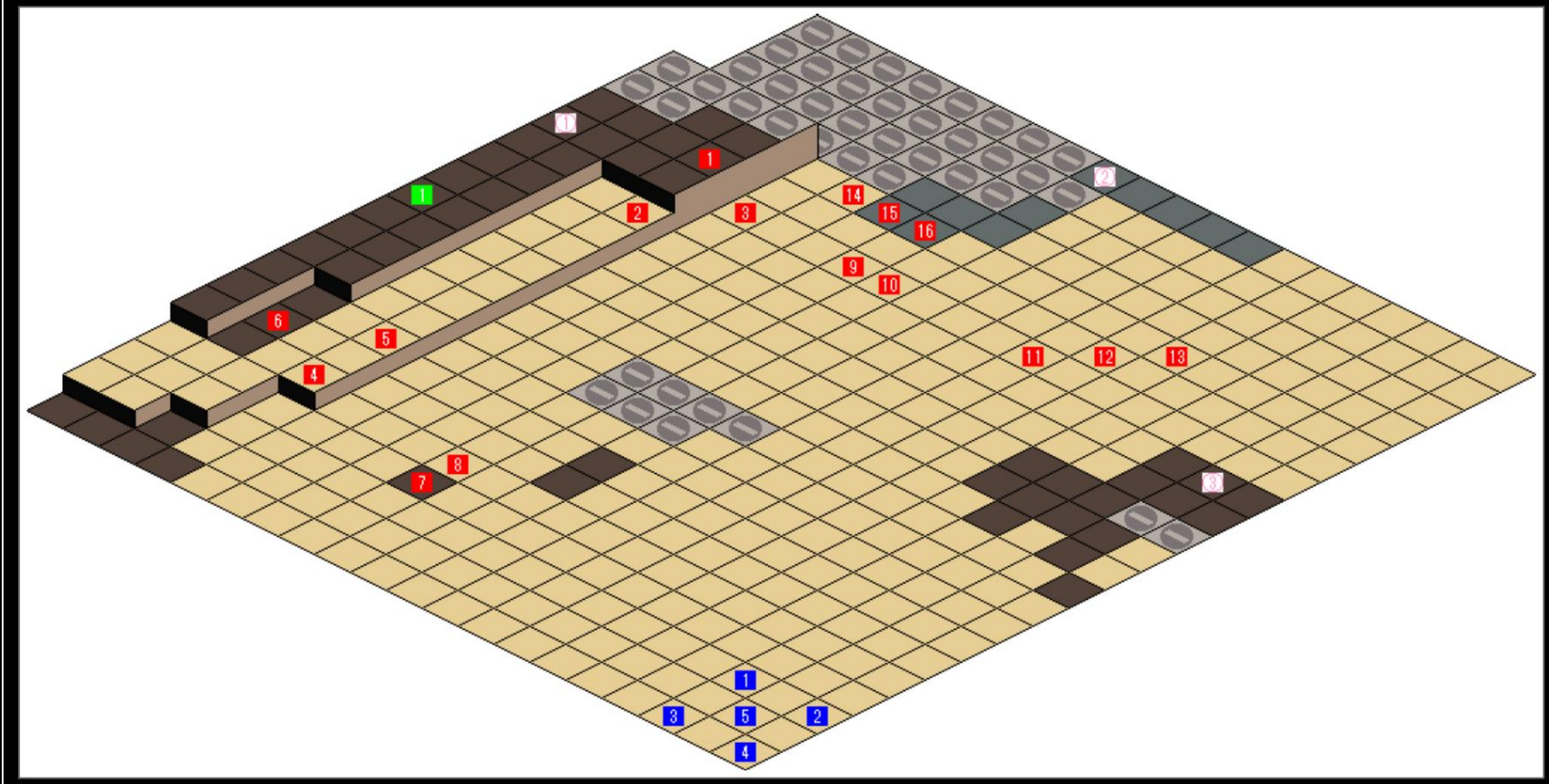
ÿ 23A ÿ 23B
ÿ 24A ÿ 24B
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• Enemy destruction bonuses cannot be earned for enemy units shot down by Dark Knight aircraft.

map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	No entry	0%	-		-	-	-
	Wasteland "Daytime"	8%	3	2	3	2

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	Desert "Day"	3%	Four	2	2	3
	Factory "Daytime"	15%	3	2	3	2



• Move onto a container (maps ÿ to ÿ) to collect the cargo and obtain parts.

• After one turn, one aircraft of unknown affiliation (enemy 1) appears.

ÿ Dark Knight units will retreat when their total HP falls below 60%.

ÿ Dark Knight: 149 or less

Up

• Mission 51
Epilog

others
• Parts availability list
Note
• Tips and tricks

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Up

Number of hits

Currently	1
Today	1
Yesterday	0
Total:	734

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• Arena/Opponent M-09
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Parts available

where to get	First Lap		2nd lap		After the 3rd lap	
Container (Map ÿ)	Body	FROST+1	Large mobile weapon	INNOVA	Large mobile weapon	GIGAS+1
Container (Map ÿ)	Grip	F-3 HAND ROD+1	Large mobile weapon	KONG	Large mobile weapon	INNOVA+1
Container (Map ÿ)	Shoulder	WS-14+1	Legs	FROST HW	Shoulder	WS-14B+2

Up

Ally

No.	PILOT							MACHINE				WEAPON					ITEM	Osamu Reason for
	Name	Level	State	Fight	Exp.	Fight	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					
				Short		Short					L. Arm	L.Grip						
				Long		Long					R. Arm	R.Grip						
				Agility		Agility			Move		Legs	L. Shoulder						
												R. Shoulder						
1.	Storm							WOLF HEAD										-
2.	Rain							BLUE IRIS										
3	Champ							CLAYMORE										
4.	Oddeye							WILD CAT										
5	Gray							CRUSADER										

Up

enemy

No.	PILOT						MACHINE			WEAPON			enemy Attack Breaking Ba
	Name	Level				Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range		
		State	Fight	Exp.	Fight				L. Arm	L.Grip			

- Arena/Opponent M-43
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| | | |

		16	1850	---			42	ARM PUNCH Impact -			1-1		
		11	550	---			42	---					
		11	550			twenty two		---					
8. Attacker		13		---	GROPPE	Penetration	54	---					400
		11	550	---			42	LEOSOCIAL PENETRATION -			1-1		
		16	1850	---			42	ARM PUNCH Impact -			1-1		
		11	550	---			42	---					
		11	550			twenty two		---					
9 Missile		12		---	GENEM	Penetration	66	---					400
		Ten	500	---			54	ARM PUNCH Impact -			1-1		
		Ten	500	---			54	ARM PUNCH Impact -			1-1		
		15	1550	---			54	SUN OWL Fever		3	3-5		
		11	750			16		SUN OWL	Blazing Heat	3	3-5		
10 Missile		12		---	GENEM	Penetration	66	---					400
		Ten	500	---			54	ARM PUNCH Impact -			1-1		
		Ten	500	---			54	ARM PUNCH Impact -			1-1		
		15	1550	---			54	SUN OWL Fever		3	3-5		
		11	750			16		SUN OWL Hot		3	3-5		
11 Helicopter		13		---	AAH34a	-	150	---					575
		Ten	500	---			-Large Unit- (No Parts)		LEOSOCIAL Penetration -		1-1		
		13	1200	---					---				
		13	1200	---					SUN OWL	Blazing Heat	3	3-5	
		11	750			18			SUN OWL Hot		3	3-5	
12 Helicopter		13		---	AAH34a	-	150	---					575
		Ten	500	---			-Large Unit- (No Parts)		LEOSOCIAL Penetration -		1-1		
		13	1200	---					---				
		13	1200	---					SUN OWL Hot		3	3-5	
		11	750			18			SUN OWL	Blazing Heat	3	3-5	
13. Helicopter		13		---	AAH34a	-	150	---					575
		Ten	500	---			-Large Unit- (No Parts)		LEOSOCIAL Penetration -		1-1		
		13	1200	---					---				
		13	1200	---					SUN OWL Hot		3	3-5	
		11	750			18			SUN OWL	Blazing Heat	3	3-5	
14 Missile		12		---	SAM Launcher -		100	---					312
		Ten	500	---			-Large Unit-		---				

		Ten	500	---			(No Parts)		---								
		15	1550	---					SUN OWL	Blazing Heat	3	3-5					
		11	750			12			SUN OWL Hot		3	3-5					
15 Missile		12		---	SAM Launcher	-	100	---									312
		Ten	500	---			-Large Unit- (No Parts)		---								
		Ten	500	---					---								
		15	1550	---					SUN OWL	Blazing Heat	3	3-5					
		11	750			12			SUN OWL Hot		3	3-5					
16 Missile		12		---	SAM Launcher	-	100	---									312
		Ten	500	---			-Large Unit- (No Parts)		---								
		Ten	500	---					---								
		15	1550	---					SUN OWL Hot		3	3-5					
		11	750			12			SUN OWL	Blazing Heat	3	3-5					

Up

Affiliation unknown

No.	PILOT						MACHINE				WEAPON					
	Name	Level		Exp.		Skill	Name	Attribute	HP	Body	Body	Attribute	Bullet	Range	enemy Attack Break	Bo , Na vinegar
		State	Fight		Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
1. Dark Knight		[illegible]														
		16	1800			Speed Lv2	X-03	Blazing Heat	75	---						625
		18	2500			---			55		Artassaut G	Penetration	-		1-1	
		14	1500			---			55		KAGIROI	Shock	-		1-1	
		12	825			---			60		GOLDIAS	Burning Heat		2	3-6	
								20			SX-30	-	-	-		

Up

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Mission 22

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PILOT

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Shoulder

PARTS •
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Arm R •
Legs •
Back Pack •
Large mobile weapon

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• Intermission | Headquarters •
Mission 22 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Matt / Gabriel / Thresh
	Hangar		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

Headquarters

• Conversation

Event ÿ Mission 22 Arena Guard

Mission 22

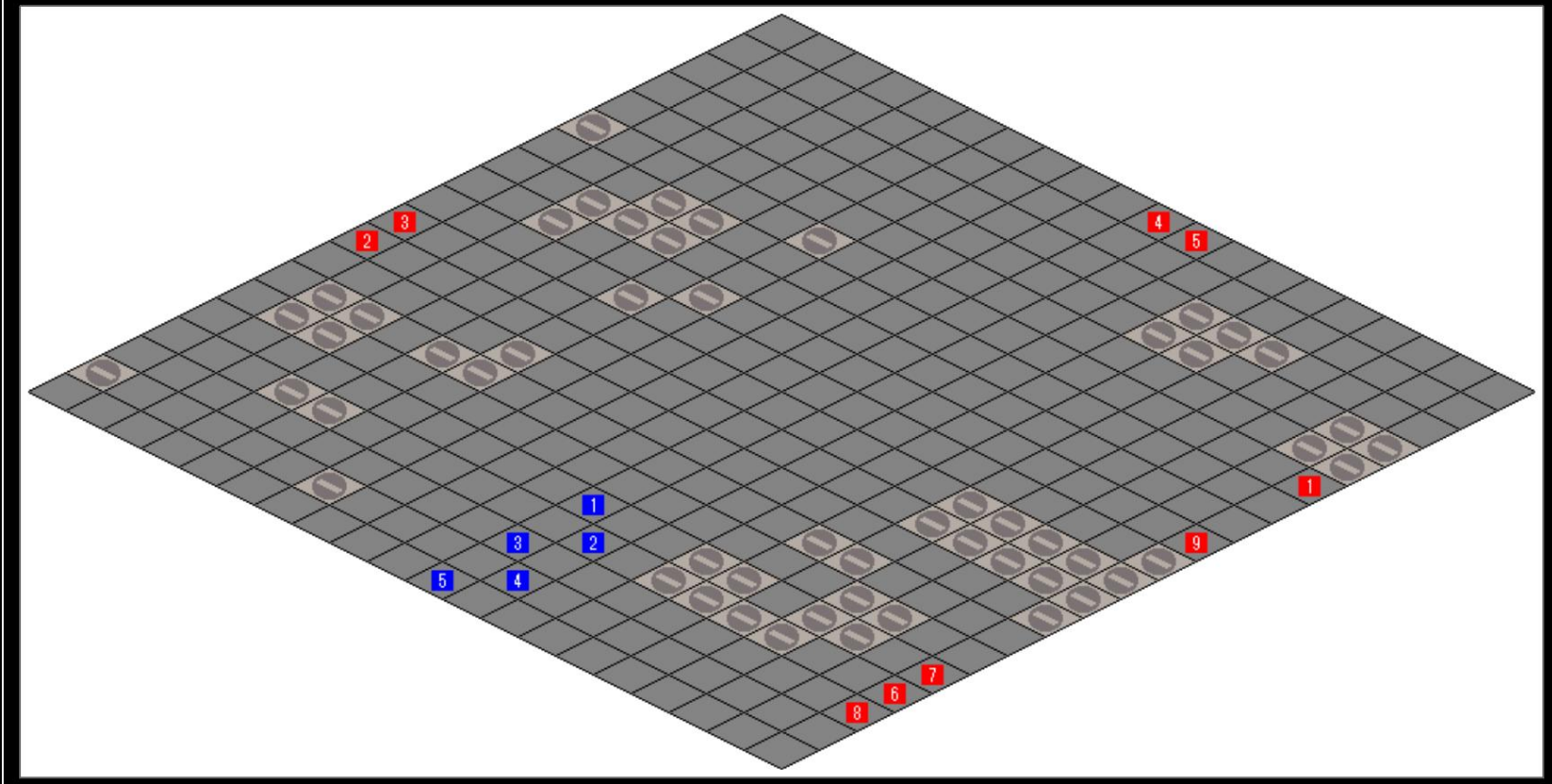
Mission 22: Arena Guard	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$5000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

map

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Mission41 •
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Mission50

terrain	name	Terrain Effects	Normal Hover Tank Tire			
	No entry	0%	-	-	-	-

terrain	name	Terrain Effects	Normal Hover Tank Tire			
	Factory "Night"	20%	3	2	3	2



• After one turn, 4 enemy reinforcements (enemies 6-9) will appear.

ÿ The Dark Knight units will retreat when their total HP falls below about 50%.

ÿ Dark Knight: 124 or less

Up

• Mission 51
Epilog

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Up

Number of hits

Currently	1
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Total:	615

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ÿ16
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Parts available

• none

Up

Ally

No.	PILOT							MACHINE					WEAPON					ITEM	
	Name	State	Level				Skill	Name	Attribute HP		Body		Body	Attribute Bullet Range					for
			Fight	Exp.	Fight						L. Arm		L.Grip						
			Short		Short						R. Arm		R.Grip						
			Long		Long						Legs		L. Shoulder						
			Agility		Agility				Move				R. Shoulder						
1	Storm							WOLF HEAD											-
2	Rain							BLUE IRIS											
3	Champ							CLAYMORE											
4	Oddeye							WILD CAT											
5	Gray							CRUSADER											

Up

enemy

No.	PILOT							MACHINE					WEAPON					
	Name	State	Level				Skill	Name	Attribute HP		Body		Body	Attribute Bullet Range				
			Fight	Exp.	Fight						L. Arm		L.Grip					
			Short		Short						R. Arm		R.Grip					
			Long		Long						Legs		L. Shoulder					
			Agility		Agility				Move				R. Shoulder					

- Arena/Opponent M-43 ÿ51

2016-03-16

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No.	PILOT						MACHINE				WEAPON					
	Name	Level			Exp.	Skill	Name	Attribute	HP	Body	Body	Attribute	Bullet	Range	enemy Attack Break Bo Na vinegar
		State	Fight	Fight						L. Arm	L.Grip				
			Short	Short						R. Arm	R.Grip				
			Long	Long						Legs	L. Shoulder				
			Agility	Agility				Move			R. Shoulder				
1.	Ogre	15				Double Lv1 First Lv1	X-28	Blazing Heat	75	---					625
		18		2500		---			55	B-TUSK	Penetration	-		1-1	
		Ten		500		---			55	B-TUSK	Penetration	-		1-1	
		Ten		475		---			60	SX-30		-	--		
		12		825				---			SX-30	-	--		
2.	Attacker	15				---	AVENIR	Penetration	84	---					462
		16		1925		---			48	ARM PUNCH	Impact	-		1-1	
		12		775		---			48	F-3 H- ROD	Impact	-		1-1	
		Ten		475		---			66	WS-20		-	--		
		12		825				15			---				
3.	Attacker	15				---	AVENIR	Penetration	84	---					462
		16		1925		---			48	ARM PUNCH	Impact	-		1-1	
		12		775		---			48	F-3 H- ROD	Impact	-		1-1	
		Ten		475		---			66	WS-20		-	--		
		12		825				15			---				
4.	Attacker	14				---	AVENIR	Penetration	84	---					462
		11		575		---			48		IBIS	Penetration	-	2-3	
		11		575		---			48	ARM PUNCH	Impact	-		1-1	
		16		1875		---			66	WS-20		-	--		
		12		825				14			---				
5.	Attacker	14				---	AVENIR	Penetration	84	---					462
		11		575		---			48		IBIS	Penetration	-	2-3	
		11		575		---			48	ARM PUNCH	Impact	-		1-1	
		16		1875		---			66	WS-20		-	--		
		12		825				14			---				
6.	Dark Knight	---				Speed Lv2	X-03	Blazing Heat	75	---					625
		16		1800		---			55	Artassaut G	Penetration	-		1-1	
		18		2500		---			55	KAGIROI	Shock	-		1-1	
		14		1500		---			60	GOLDIAS	Burning Heat		2	3-6	
		12		825				20			SX-30	-	--		

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute	HP		Body	Attribute	Bullet	Range		
		State	Fight	Exp.	Fight					Body	L. Arm	L.Grip				
			Short		Short					L.Grip	R. Arm	R.Grip				
			Long		Long					R.Grip	Legs	L. Shoulder				
			Agility		Agility			Move		L. Shoulder		R. Shoulder				
7	Missile	14				---	BIZANT	Penetration	72	---						430
		11		575		---			42	ARM PUNCH Impact	-			1-1		
		11		575		---			42	ARM PUNCH Impact	-			1-1		
		16		1875		---			54	SUN OWL Fever			3	3-5		
		12		925				19		SUN OWL Hot			3	3-5		
8	Missile	14				---	BIZANT	Penetration	72	---						430
		11		575		---			42	ARM PUNCH Impact	-			1-1		
		11		575		---			42	ARM PUNCH Impact	-			1-1		
		16		1875		---			54	SUN OWL Fever			3	3-5		
		12		925				19		SUN OWL Hot			3	3-5		
9	Missile	14				---	BIZANT	Penetration	72	---						430
		11		575		---			42	ARM PUNCH Impact	-			1-1		
		11		575		---			42	ARM PUNCH Impact	-			1-1		
		16		1875		---			54	SUN OWL Fever			3	3-5		
		12		925				19		SUN OWL Hot			3	3-5		

Up

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Mission 23A

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PILOT

SKILLS

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Grip •
Shoulder

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Computer •
Body •
Arm L •
Arm R •
Legs •
Back Pack •
Large mobile weapon

ITEM
• Item

MISSION •
Mission01 •
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• Intermission | Headquarters •

Mission 23A | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Matt / Gabriel / Thresh
	Hangar		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

Headquarters

• Conversation

events ÿ ChoicesÿRoute branching

Prevent the Arena from Bombing	Mission 23A Arena Bombing Announcement
Journalist Rescue Mission23B	Journalist

Mission 23A

Mission 23A Arena Explosion Announcement	Victory Conditions: Shoot down all enemies or defuse all bombs		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$5000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

• The mission will be cleared even if 15 turns have passed.

• Mission04-05

ÿ 04A ÿ 04B ÿ 05A ÿ 05B • Mission06

• Mission07 •

Mission08 •

Mission09 •

Mission10-11

ÿ 10A ÿ 10B ÿ 11A ÿ 11B • Mission12

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Mission41 •

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Mission50

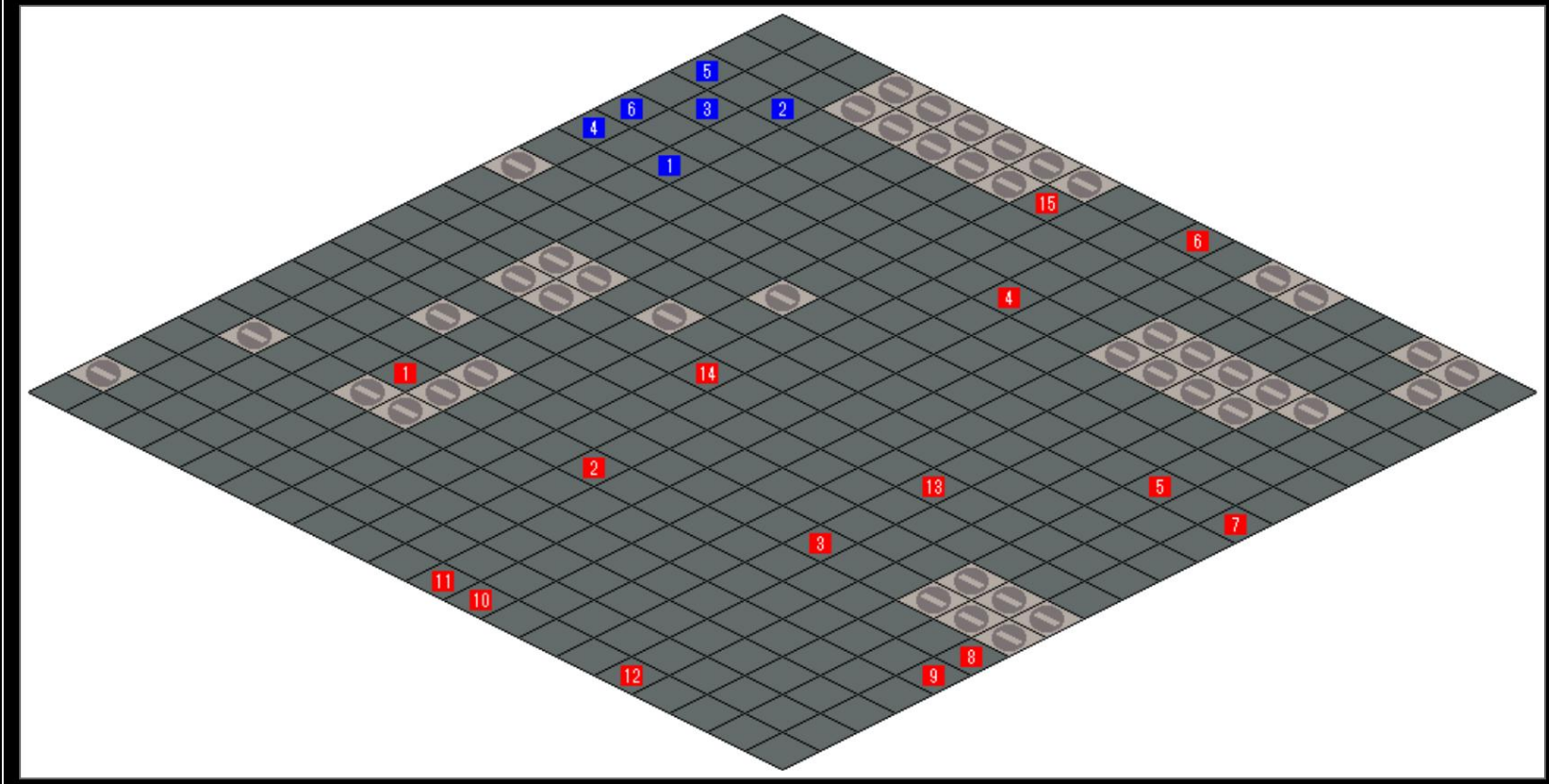
• If the defuse vehicle is shot down, you will be charged for repairs. •

The dialogue after the mission is cleared changes depending on whether all enemies have been shot down, all bombs have been defused, or 15 turns have passed.

map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire	
	Factory "Daytime"	15%	3		2	3	2



• Containers will be removed when a disposal vehicle is placed next to them. ÿ Containers cannot be destroyed.

• After 2 turns, 6 enemy reinforcements (enemies 6-11) will appear.

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• menu
2016-03-20
• Arena/Opponent M-26
ÿ33
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Parts available

• none

Up

Ally

No.	PILOT Name	State	Level Fight	Short	Long	Agility	Exp.	Level Fight	Short	Long	Agility	Skill	MACHINE Name	Attribute HP		Body	L. Arm	R. Arm	Legs	Move	WEAPON Body	L.Grip	R.Grip	L. Shoulder	R. Shoulder	Attribute Bullet Range				ITEM	Osamu Reason Kajimoto for
1	Storm												WOLF HEAD																	-
2	Rain												BLUE IRIS																	
3	Champ												CLAYMORE																	
4	Oddeye												WILD CAT																	
5	Gray												CRUSADER																	
6	Soldier		3									---	Carrier	-		100	---													416
			9				0					---			-Large Unit- (No Parts)						---									
			9				0					---									---									
			9				0					---									---									
			Ten				500					---		14							---									

Up

enemy

No.	PILOT	MACHINE	WEAPON	enemy

- Arena/Opponent M-43 ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
- Mission 49
- Mission 48
- Mission 47

	Name	State	Level Fight	Level Short	Level Long	Level Agility	Exp.	Fight	Short	Long	Agility	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			Attack Break Bo, Na vinegar
																L. Arm	L.Grip			
																R. Arm	R.Grip			
																Legs	L. Shoulder			
														Move			R. Shoulder			
	1. Attacker		16									---	AVENIR		84	---				
			12				775					---		Penetration	48	IBIS		Penetration	-	2-3
			12				900					---			48	ARM PUNCH	Impact	-		1-1
			16				1925					---			66	WS-20		-	--	
			12				825							14		---				
	2. Attacker		16									---	AVENIR		84	---				
			12				775					---		Penetration	48	IBIS		Penetration	-	2-3
			12				900					---			48	ARM PUNCH	Impact	-		1-1
			16				1925					---			66	WS-20		-	--	
			12				825							14		---				
	3 Missile		15									---	BIZANT		72	---				
			12				1000					---		Penetration	48	ARM PUNCH	Impact	-		1-1
			11				575					---			48	ARM PUNCH	Impact	-		1-1
			16				1875					---			54	SUN OWL	Fever		3	3-5
			12				925							18		SUN OWL	Hot		3	3-5
	4 Missile		15									---	BIZANT		72	---				
			12				1000					---		Penetration	48	ARM PUNCH	Impact	-		1-1
			11				575					---			48	ARM PUNCH	Impact	-		1-1
			16				1875					---			54	SUN OWL	Fever		3	3-5
			12				925							18		SUN OWL	Hot		3	3-5
	5 Missile		15									---	BIZANT		72	---				
			12				1000					---		Penetration	48	ARM PUNCH	Impact	-		1-1
			11				575					---			48	ARM PUNCH	Impact	-		1-1
			16				1875					---			54	SUN OWL	Fever		3	3-5
			12				925							18		SUN OWL	Hot		3	3-5
	6 Attacker		16									---	AVENIR		84	---				
			12				775					---		Penetration	48	IBIS		Penetration	-	2-3
			12				900					---			48	ARM PUNCH	Impact	-		1-1
			16				1925					---			66	WS-20		-	--	
			12				825							14		---				

7. Attacker		16		---	AVENIR	Penetration	84	---								462
		12	775	---			48	IBIS		Penetration	-		2-3			
		12	900	---			48	ARM PUNCH	Impact	-			1-1			
		16	1925	---			66	WS-20		-		--				
		12	825	---			14		---							
8. Attacker		16		---	AVENIR	Penetration	84	---								462
		12	775	---			48	IBIS		Penetration	-		2-3			
		12	900	---			48	ARM PUNCH	Impact	-			1-1			
		16	1925	---			66	WS-20		-		--				
		12	825	---			14		---							
9 Missile		15		---	BIZANT	Penetration	72	---								455
		12	1000	---			48	ARM PUNCH	Impact	-			1-1			
		11	575	---			48	ARM PUNCH	Impact	-			1-1			
		16	1875	---			54	SUN OWL	Fever			3	3-5			
		12	925	---			18		SUN OWL	Hot		3	3-5			
10 Missile		15		---	BIZANT	Penetration	72	---								455
		12	1000	---			48	ARM PUNCH	Impact	-			1-1			
		11	575	---			48	ARM PUNCH	Impact	-			1-1			
		16	1875	---			54	SUN OWL	Fever			3	3-5			
		12	925	---			18		SUN OWL	Hot		3	3-5			
11 Missile		15		---	BIZANT	Penetration	72	---								455
		12	1000	---			48	ARM PUNCH	Impact	-			1-1			
		11	575	---			48	ARM PUNCH	Impact	-			1-1			
		16	1875	---			54	SUN OWL	Fever			3	3-5			
		12	925	---			18		SUN OWL	Hot		3	3-5			
12 , 15	Container	1		---	Container	-	1	---								-
		9	0	---			-Large Unit- (No Parts)		---							
		9	0	---					---							
		9	0	---					---							
		9	0	---			0		---							

Up

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Mission 23B

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Large mobile weapon

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• Item

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• Intermission | Headquarters •

Mission 23B | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Matt / Gabriel / Thresh
	Hangar		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

Headquarters

• Conversation

events ÿ ChoicesÿRoute branching

Prevent the Arena from Bombing	Mission 23A Arena Bombing Announcement
Journalist Rescue Mission	23B Journalist

Mission 23B

Mission 23B Journalist	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward	H$5000	
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

• If Rachel's plane is shot down, you won't be charged for repairs.

• Mission04-05

ÿ 04A ÿ 04B

ÿ 05A ÿ 05B

• Mission 06

• Mission 07

• Mission 08

• Mission 09

• Mission 10-11

ÿ 10A ÿ 10B

ÿ 11A ÿ 11B

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• Mission 13

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• Mission 15

• Mission 16

• Mission 17

• Mission 18

• Mission 19

• Mission 20

• Mission 21

• Mission 22

• Mission 23-25

ÿ 23A ÿ 23B

ÿ 24A ÿ 24B

ÿ 25A ÿ 25B

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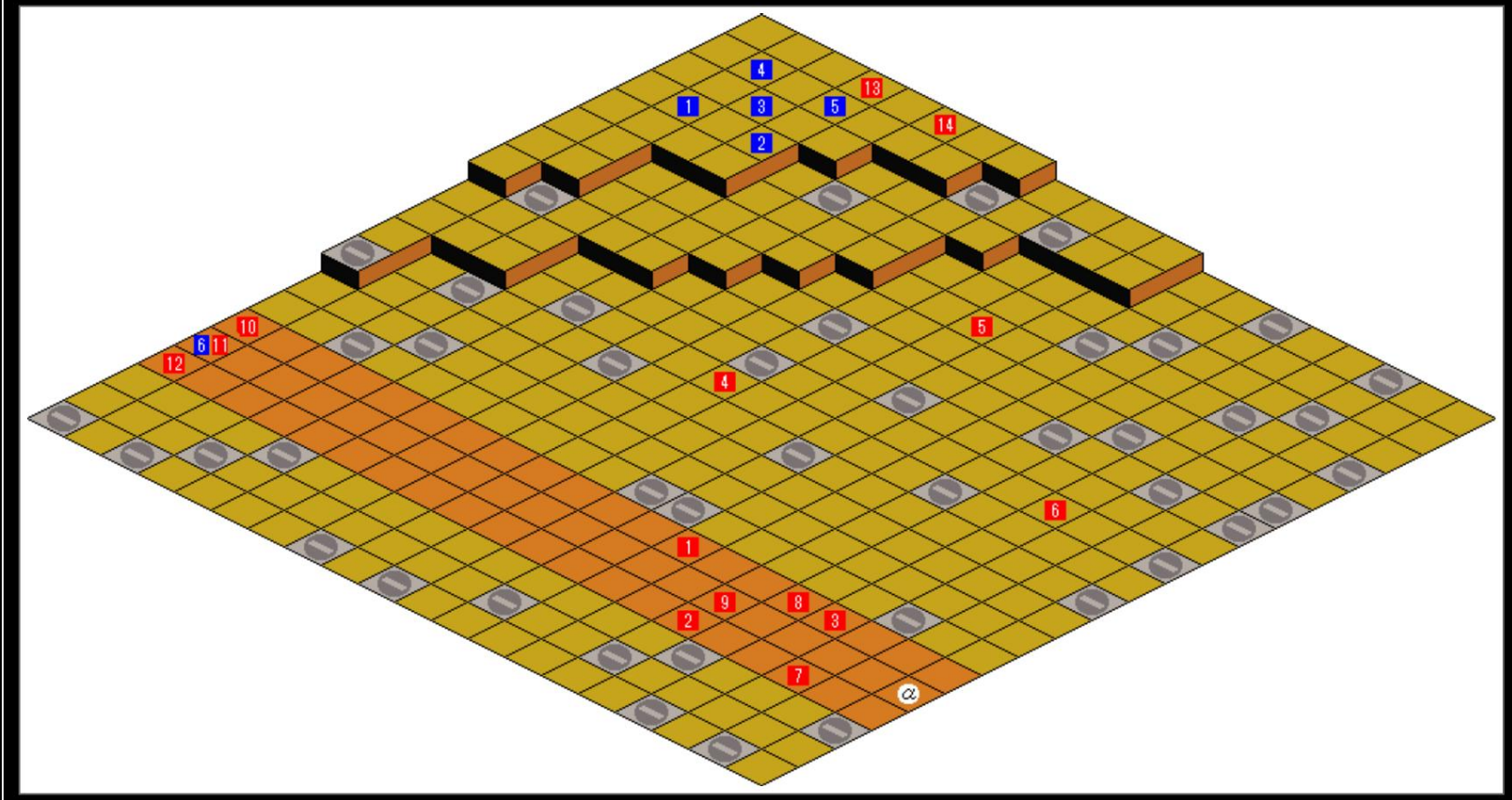
• Mission 50

ÿ After shooting down the enemy, a conversation event will occur.

map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	No entry	0%	-		-	-	-
	Grassland (Road) "Evening"	8%	3	2	3	2

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire
	Grassland "Evening"	8%	3	2	3	2



- Rachel's machine will stop moving after reaching the movement point (map ÿ)

  ÿ Be careful not to leave

- After one turn, 5 enemy reinforcements (enemies 10-14) will appear.
- You can earn experience points by using enemy unit supply cars.

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Number of hits

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Parts available

• none

Up

Ally

No.	PILOT						MACHINE				WEAPON				ITEM	Osamu Reason Expenses for
	Name	State	Level Fight	Short	Exp.	Fight	Short	Long	Agility	Skill	Name	Attribute HP	Body	L. Arm	R. Arm	Legs	Move	Body	L.Grip	R.Grip	L. Shoulder	R. Shoulder	Attribute Bullet Range					
1.	Storm										WOLF HEAD																	-
2.	Rain										BLUE IRIS																	
3	Champ										CLAYMORE																	
4.	Oddeye										WILD CAT																	
5	Gray										CRUSADER																	
6	Rachel (NPC)		16							--- --- --- --- ---	Jeep	Penetration	200	---			-Large Unit- (No Parts)	---	---	---	---	---					-
			12	800																								
			12	800																								
			12	800																								
			16	2000									12															

Up

enemy

No.	PILOT	MACHINE	WEAPON	enemy

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilog
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- Mission 47

	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			Attack Break Bo / Na ximage
		State	Fight		Fight					L. Arm	L.Grip				
			Short		Short					R. Arm	R.Grip				
			Long		Long					Legs	L. Shoulder				
			Agility		Agility			Move			R. Shoulder				
	1. Attacker	16				--- --- --- --- ---	AVENIR		84	---					462
		12		775				Penetration	48	IBIS		Penetration	-	2-3	
		12		900					48	ARM PUNCH	Impact	-		1-1	
		16		1925					66	WS-20		-	-	-	
		12		825				14			---				
	2. Attacker	16				--- --- --- --- ---	AVENIR		84	---					462
		12		775				Penetration	48	IBIS		Penetration	-	2-3	
		12		900					48	ARM PUNCH	Impact	-		1-1	
		16		1925					66	WS-20		-	-	-	
		12		825				14			---				
	3. Attacker	16				--- --- --- --- ---	AVENIR		84	---					462
		12		775				Penetration	48	IBIS		Penetration	-	2-3	
		12		900					48	ARM PUNCH	Impact	-		1-1	
		16		1925					66	WS-20		-	-	-	
		12		825				14			---				
	4 Missile	15				--- --- --- --- ---	BIZANT		72	---					455
		12		1000				Penetration	48	ARM PUNCH	Impact	-		1-1	
		11		575					48	ARM PUNCH	Impact	-		1-1	
		16		1875					54	SUN OWL	Fever		3	3-5	
		12		925				18			SUN OWL Hot		3	3-5	
	5 Missile	15				--- --- --- --- ---	BIZANT		72	---					455
		12		1000				Penetration	48	ARM PUNCH	Impact	-		1-1	
		11		575					48	ARM PUNCH	Impact	-		1-1	
		16		1875					54	SUN OWL	Fever		3	3-5	
		12		925				18			SUN OWL Hot		3	3-5	
	6 Missile	15				--- --- --- --- ---	BIZANT		72	---					455
		12		1000				Penetration	48	ARM PUNCH	Impact	-		1-1	
		11		575					48	ARM PUNCH	Impact	-		1-1	
		16		1875					54	SUN OWL	Fever		3	3-5	
		12		925				18			SUN OWL Hot		3	3-5	

7. Attacker	16		---	Carrier	-	50	---									312
	12	775	---			-Large Unit- (No Parts)		---								
	16	1925	---					---								
	12	900	---					---								
	12	825			6			---								
8. Attacker	16		---	Carrier	-	50	---									312
	12	775	---			-Large Unit- (No Parts)		---								
	16	1925	---					---								
	12	900	---					---								
	12	825			6			---								
9. Attacker	16		---	Carrier	-	50	---									312
	12	775	---			-Large Unit- (No Parts)		---								
	16	1925	---					---								
	12	900	---					---								
	12	825			6			---								
10. Attacker	16		---	Armored Car	-	50	---									312
	12	775	---			-Large Unit- (No Parts)		RAPTOR FX Penetration -							1-1	
	16	1925	---					---								
	12	900	---					---								
	12	825			6			---								
11 Attacker	16		---	Armored Car	-	50	---									312
	12	775	---			-Large Unit- (No Parts)		RAPTOR FX Penetration -							1-1	
	16	1925	---					---								
	12	900	---					---								
	12	825			6			---								
12 Attacker	16		---	Armored Car	-	50	---									312
	12	775	---			-Large Unit- (No Parts)		RAPTOR FX Penetration -							1-1	
	16	1925	---					---								
	12	900	---					---								
	12	825			6			---								
13. Attacker	16		---	AVENIR	Penetration	84	---									462
	12	775	---			48	IBIS	Penetration -							2-3	
	12	900	---			48	ARM PUNCH Impact -								1-1	
	16	1925	---			66	WS-20	-	-	-						
	12	825			14			---								

14	Attacker	16		---		AVENIR	Penetration	84	---										
		12	775	---				48	IBIS		Penetration	-			2-3				
		12	900	---				48	ARM PUNCH	Impact	-				1-1		462		
		16	1925	---				66	WS-20			-		-		-			
		12	825	---				14			---								

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Mission 24A

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• Intermission | Mercenary Barracks | Headquarters | Hangar •
Mission 24A | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters: After talking to Rain, Odd Eye, or Gray, you can move there.		
	Mercenary Barracks	TEAM MEMBERS	Rain / Odd Eye / Gray
		OTHERS	Yuji / Matt / Gabriel / Thresh
	Hangar Weapons/Parts/Add Items		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

Mercenary

Barracks : Talk to Rain, Odd Eye, or Gray

Headquarters

• Conversation

Event ÿ Mission24A Champ

Hangar

ÿShopÿ

Mission 24A

Mission 24A Champ	Victory Condition:	Defeat all enemies
	Defeat Condition:	Shoot down the Storm plane

• Mission04-05
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	Operation Reward H$5000	
Select the unit to be deployed (from the second round onwards)	Storm	
	Selected sortie: Rain / Odd Eye / Gray	

• The mission will also be cleared if you shoot down the Manticore plane before shooting down all the enemies.



map

terrain	name	Terrain Effects	Normal Hover Tank Tire			
	No entry	0%	-		-	-	-

terrain	name	Terrain Effects	Normal Hover Tank Tire			
	City "Night"	20%	3	2	3	2

• Mission51 •
Epilog

Others •
List of parts available
• Notes
• Tips and tricks

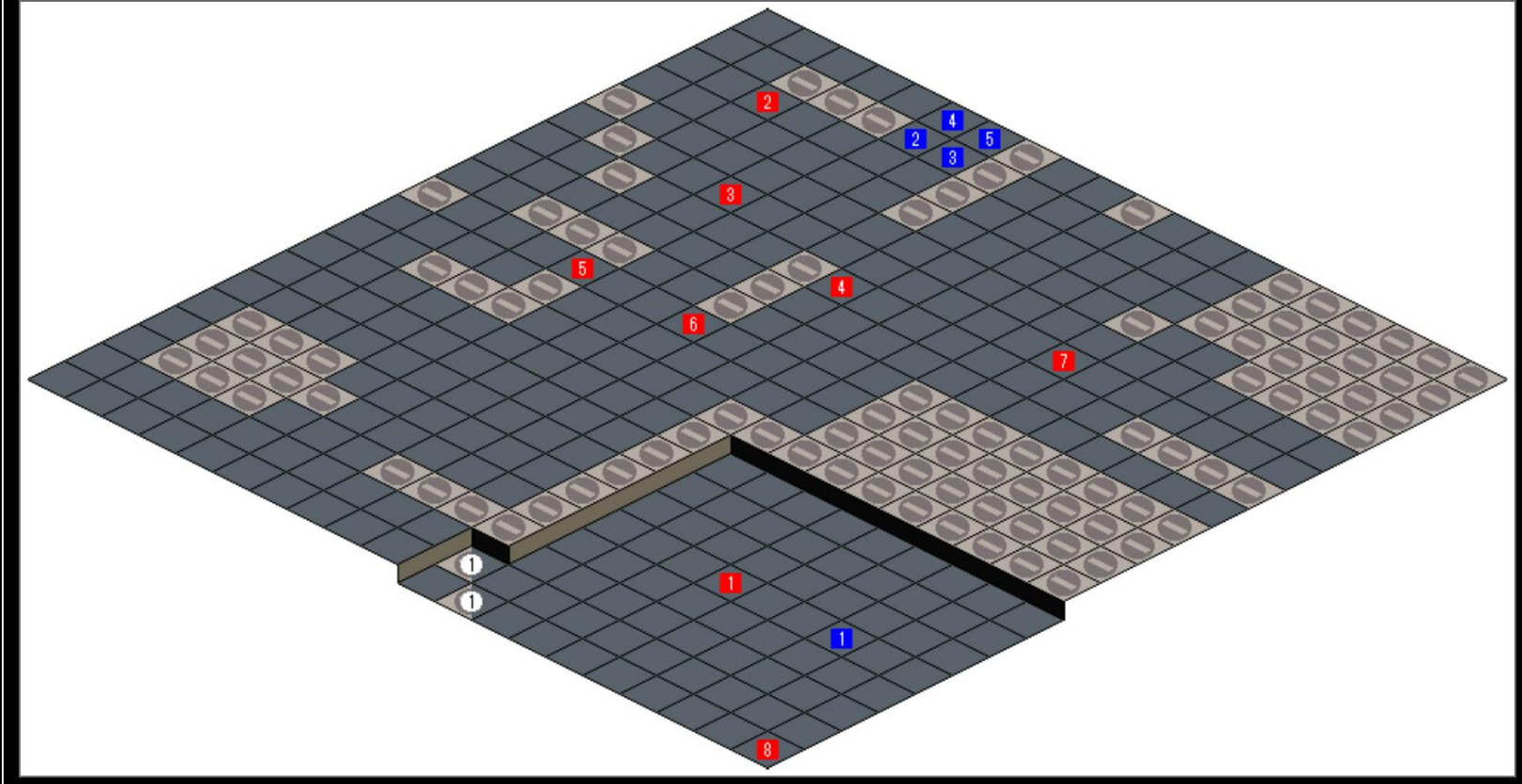
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• When the battle between Champ and Monk ends (either one is shot down), an event
will occur: ÿ Map ÿ will change from "No Entry" to "City Night"
ÿ Champ and Monk move to their starting positions
ÿ Monk (enemy 1) will become "No Entry" ÿ If
the HP of Champ's parts is below 50%, they will recover to 50% (decimals rounded down)
ÿ If destroyed, it will be repaired and restored to 50% ÿ 1 enemy
reinforcement (8 enemies) will appear
ÿ Manticore machines will retreat when their total HP falls below about 50%.
ÿ Manticore: 253 or less

Up

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilog
- Mission 51
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- Mission 47

Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Clear Reward:	Grip ESTROYERS Grip	YERS+1 Grip DESTROYERS+2	

Up

Ally

No.	PILOT							MACHINE				WEAPON					ITEM	Osamu Reason Expenses for
	Name	Level					Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					
		State	Fight	Exp.	Fight						L. Arm	L.Grip						
			Short		Short						R. Arm	R.Grip						
			Long		Long						Legs	L. Shoulder						
			Agility		Agility				Move			R. Shoulder						
1	Champ							CLAYMORE										
2.	Storm							WOLF HEAD										-
3.	Rain							BLUE IRIS										
4.	Oddeye							WILD CAT										
5	Gray							CRUSADER										

Up

enemy

No.	PILOT						MACHINE				WEAPON				enemy Attack Break Bo Na vinegar
	Name	Level				Skill	Name Attribute HP			Body	Body	Attribute Bullet Range			
		State	Fight	Exp.	Fight					L. Arm	L.Grip				
			Short		Short					R. Arm	R.Grip				
			Long		Long					Legs	L. Shoulder				

		Agility	Agility			Move	R. Shoulder				
1. Monk		17		First Lv1 Double Lv2	X-12	110	---				1250
		14	1500	---		60 DESTROYERSShock / Heat-				1-1	
		12	1000	---		60 DESTROYERSShock / Heat-				1-1	
		12	1000	---		75 SX-30	-	--			
		14	1500	---		20	SX-30	-	--		
2. Attacker		17		---	CROF	96	---				540
		17	2050	---		48 HEAVY PILE PENETRATION -				1-1	
		12	800	---		48 ARM PUNCH Impact -				1-1	
		12	875	---		72	---				
		14	1300	---		19	---				
3. Attacker		17		---	CROF	96	---				540
		17	2050	---		48 HEAVY PILE PENETRATION -				1-1	
		12	800	---		48 ARM PUNCH Impact -				1-1	
		12	875	---		72	---				
		14	1300	---		19	---				
4. Attacker		17		---	CROF	96	---				540
		17	2050	---		48 HEAVY PILE PENETRATION -				1-1	
		12	800	---		48 ARM PUNCH Impact -				1-1	
		12	875	---		72	---				
		14	1300	---		19	---				
5 Missile		16		---	ZEARAID	84	---				510
		11	675	---		48 ARM PUNCH Impact -				1-1	
		11	675	---		48 ARM PUNCH Impact -				1-1	
		17	2250	---		60 EGRET	Blazing Heat	3		3-6	
		13	1100	---			---				
6 Missile		16		---	ZEARAID	84	---				510
		11	675	---		48 ARM PUNCH Impact -				1-1	
		11	675	---		48 ARM PUNCH Impact -				1-1	
		17	2250	---		60 EGRET	Blazing Heat	3		3-6	
		13	1100	---			---				
7 Missile		16		---	ZEARAID penetration	84	---				510
		11	675	---		48 ARM PUNCH Impact -				1-1	
		11	675	---		48 ARM PUNCH Impact -				1-1	
		17	2250	---		60 EGRET	Blazing Heat	3		3-6	

			13	1100							---						
8. Manticore			12	1000	---	X-17	Blazing Heat	500	---						437
			18	2500	---			-Large Unit- (No Parts)	301XM CN Penetration / Hot -			1-4			
			18	2500	---				301XM-SG	impact-		1-1			
					---				---						
			14	1300			15		---						

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• Intermission | Command Center | Hangar •
Mission 24B | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Rachel (ÿ) / Matt / Gabriel / Thresh
	Hangar Weapons/Parts/Add Items		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

(*) Added when talking to Rain, Champ, Odd Eye, or Gray

headquarters

• Conversation Event

ÿ Mission24B Interview Cooperation

Hangar

ÿShopÿ

Mission24B

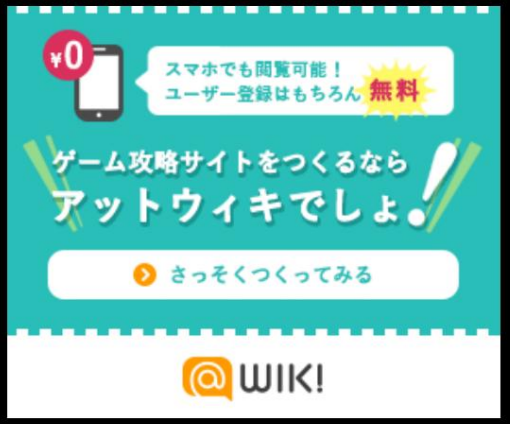
Mission24B Interview Cooperation	Victory Condition: Defeat all enemies	
	Defeat Condition: Shoot down Storm's plane or Shoot down Gray's plane	
	Operation Reward H$5000	
	Select the unit to be deployed	Storm / Gray

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Mission50

		(From the second playthrough onwards) Selectable sortie: Rain /				

Champ / Odd Eye • If Rachel's plane is shot down, no repair costs will be charged. ÿ

After the plane is shot down, a conversation event will occur.



map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Grassland "Evening"	8ÿ	3		2		3	2

• Mission51 •
Epilog

Others •
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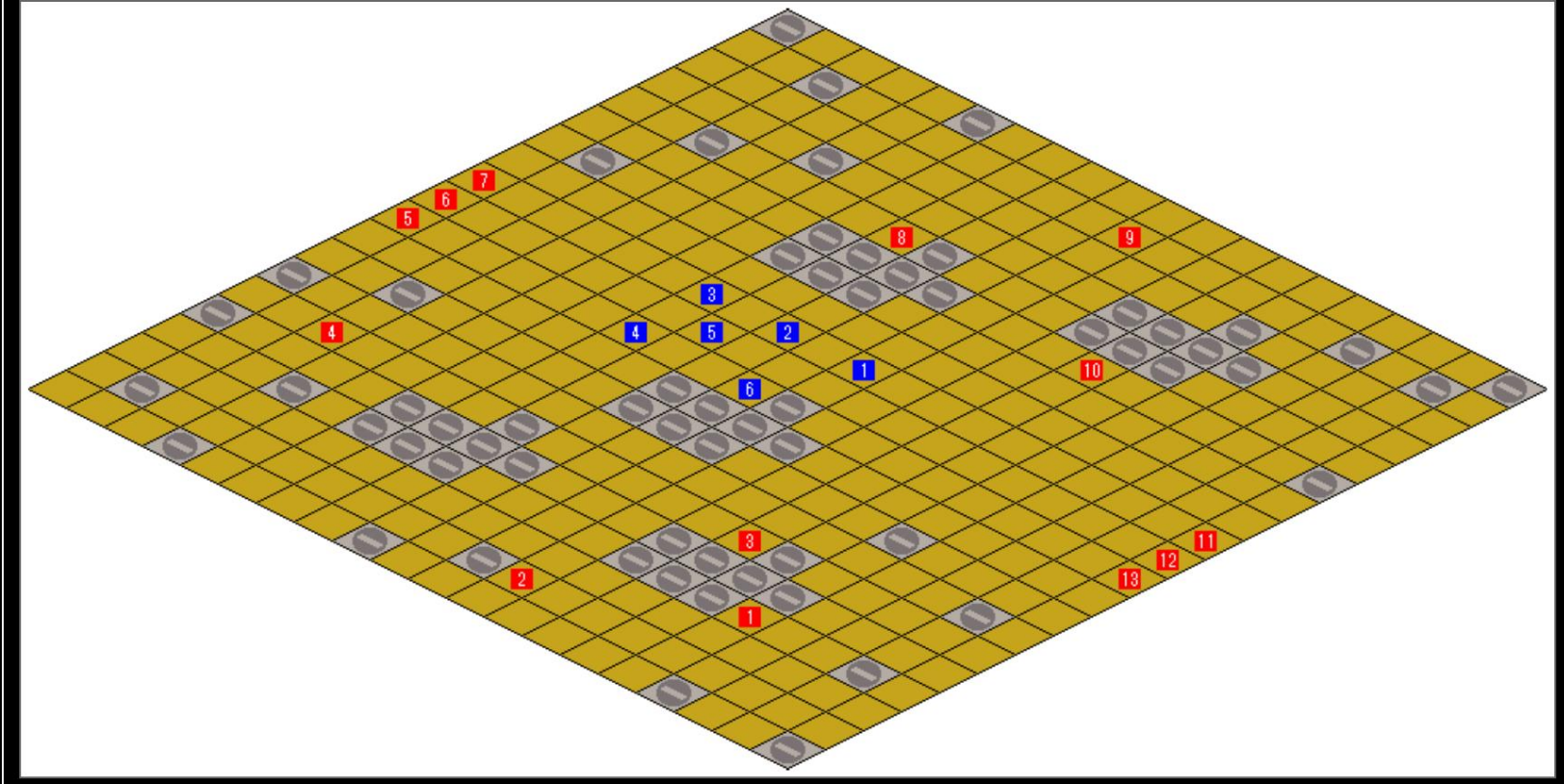
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• Enemy units (enemies 5-7 / 11-13) will attack Rachel's unit first. • Death's unit will disappear when its total HP falls below 30%.

ÿ Death Machine: 94 or less

Up

Parts available

• none

Up

- Arena/Opponent M-43
  ÿ51

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- Epilogue
- Mission51
- Mission50
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- Mission47

Ally

No.	PILOT						MACHINE				WEAPON				ITEM	build reason fee use
	Name	State	Level			Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
			Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
1	Storm						WOLF HEAD									
2	Rain						BLUE IRIS									
3	Champ						CLAYMORE									
4	Oddeye						WILD CAT									
5	Gray						CRUSADER									
6	Rachel	16					Jeep		200 ÿÿÿ							
		12	800						-Large Unit- ÿNo Partsÿ							
		12	800													
		12	800													
		16	2000					12								

Up

enemy

No.	PILOT						MACHINE				WEAPON				enemy Attack break
	Name	State	Level			Skill	Name Attribute HP			Body	Body	Attribute Bullet Range			Bo
			Fight	Exp.	Fight					Noise	L. Grip				
			Short		Short					R. Arm	R. Grip				Na
			Long		Long					Legs	L. Shoulder				vinegar

		Agility		Agility			Move		R. Shoulder				
1 Death		23				X-13	hot	110					1250
		12	1000					60 SLAB+1		Through -		2-3	
		18	2500					60 ARM PUNCH+ 1	Impact-			1-1	
		20	3000					75 SX-30					
		14	1500				19		SX-30				
2 Attacker		17				CROF	penetrate	96					540
		12	850					48 DARK HOG		Through -		1-1	
		17	2050					48 ARM PUNCH	Impact -			1-1	
		12	875					72					
		14	1300				19						
3 Missileer		16				ZERAID	penetrate	84					510
		11	675					48 ARM PUNCH	Impact -			1-1	
		11	675					48 ARM PUNCH	Impact -			1-1	
		17	2250					60 EGRET		hot	3	3-6	
		13	1100				21						
4 Attacker		17				CROF	penetrate	96					540
		12	850					48 DARK HOG		Through -		1-1	
		17	2050					48 ARM PUNCH	Impact -			1-1	
		12	875					72					
		14	1300				19						
5 Attacker		17				CROF	penetrate	96					540
		12	850					48 DARK HOG		Through -		1-1	
		17	2050					48 ARM PUNCH	Impact -			1-1	
		12	875					72					
		14	1300				19						
6 Attacker		17				CROF	penetrate	96					540
		12	850					48 DARK HOG		Through -		1-1	
		17	2050					48 ARM PUNCH	Impact -			1-1	
		12	875					72					
		14	1300				19						
7 Attacker		17				CROF penetration		96					540
		12	850					48 DARK HOG		Through -		1-1	
		17	2050					48 ARM PUNCH	Impact -			1-1	
		12	875					72					

		14	1300				19												
8 Attacker		17				CROF	penetrate	96											540
		12	850					48	DARK HOG	Through	-			1-1					
		17	2050					48	ARM PUNCH	Impact	-			1-1					
		12	875					72											
		14	1300				19												
9 Attacker		17				CROF	penetrate	96											540
		12	850					48	DARK HOG	Through	-			1-1					
		17	2050					48	ARM PUNCH	Impact	-			1-1					
		12	875					72											
		14	1300				19												
10 Attacker		17				CROF	penetrate	96											540
		12	850					48	DARK HOG	Through	-			1-1					
		17	2050					48	ARM PUNCH	Impact	-			1-1					
		12	875					72											
		14	1300				19												
11 Attacker		17				CROF	penetrate	96											540
		12	850					48	DARK HOG	Through	-			1-1					
		17	2050					48	ARM PUNCH	Impact	-			1-1					
		12	875					72											
		14	1300				19												
12 Attacker		17				CROF	penetrate	96											540
		12	850					48	DARK HOG	Through	-			1-1					
		17	2050					48	ARM PUNCH	Impact	-			1-1					
		12	875					72											
		14	1300				19												
13 Attacker		17				CROF	penetrate	96											540
		12	850					48	DARK HOG	Through	-			1-1					
		17	2050					48	ARM PUNCH	Impact	-			1-1					
		12	875					72											
		14	1300				19												

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Mission25A

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• Intermission | Headquarters •

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intermission

Movable facilities	headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Matt / Gabriel / Thresh
	Hangar		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

headquarters

• Conversation

Event ÿ Mission25A Large Mobile Weapon Swarm

Mission25A

Mission 25A: Swarm of large mobile weapons	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$5000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

map

• Mission04-05

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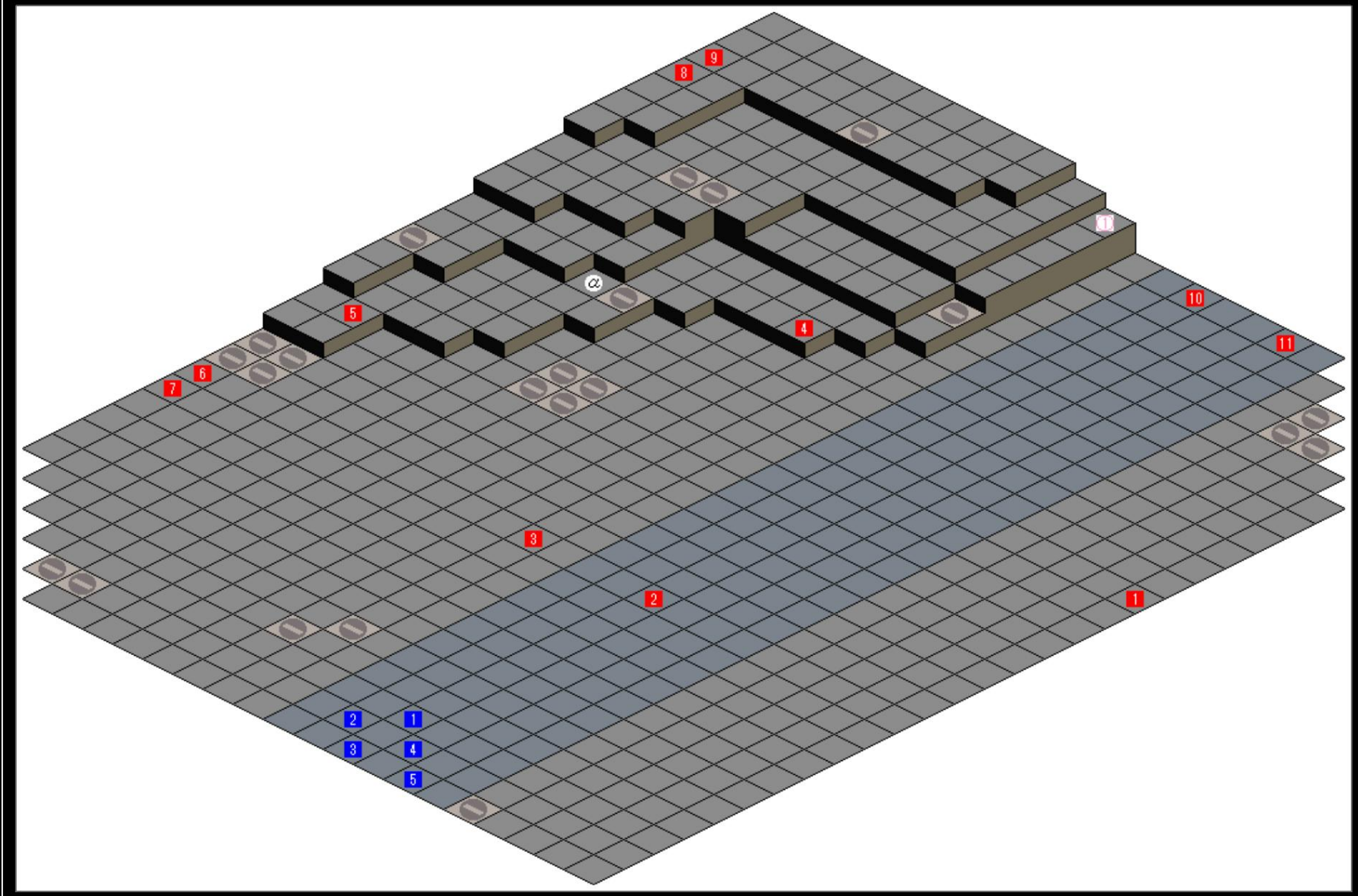
• Mission48

• Mission49

• Mission50

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Not allowed to enter	0ÿ ÿ				
	Desert (Road) "Night"	8ÿ	4	2	2	3

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Desert "Night"	3ÿ	4	2	2	3



• When the Manticore aircraft reaches the movement point (map ÿ) or is shot down, 6 enemy reinforcements (enemies 6 to 11) will appear.

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Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Map 1: Large	Mobile Weapon	DSTER Large Mobile Weapon	N+1 Large Mobile Weapon ALGEM+1

Up

Ally

No.	PILOT							MACHINE				WEAPON					ITEM	build reason fee use
	Name	Level	State	Fight	Exp.	Fight	Skill	Name	Attribute HP	Body		Body	Attribute Bullet Range					
				Short		Short				Noise		L. Grip						
				Long		Long				R. Arm		R. Grip						
				Agility		Agility			Move	Legs		L. Shoulder						
												R. Shoulder						
1	Storm							WOLF HEAD										
2	Rain							BLUE IRIS										
3	Champ							CLAYMORE										
4	Oddeye							WILD CAT										
5	Gray							CRUSADER										

Up

enemy

No.	PILOT							MACHINE				WEAPON					enemy Attack break Bo Na vinegar
	Name	Level	State	Fight	Exp.	Fight	Skill	Name Attribute HP		Body		Body	Attribute Bullet Range				
				Short		Short				Noise		L. Grip					
				Long		Long				R. Arm		R. Grip					
										Legs		L. Shoulder					

- Arena/Opponent M-43
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		Agility	Agility	Move	R. Shoulder	
1 Manticore		22		500 ÿÿÿ		
		12	1000	-Large Unit- ÿNo Partsÿ	301XM CN penetration / hot-	1-4
		18	2500		301XM SG Impact -	1-1
		18	2500			
		14	1300	15		
X-17	hot					437
2 Attacker		17		96 ÿÿÿ		
		17	2050		48 HEAVY PILE PENETRATION -	1-1
		11	700		48 ARM PUNCH Impact -	1-1
		12	875		72 ÿÿÿ	
		14	1300	19		
CROF	penetrate					540
3 Attacker		17		96 ÿÿÿ		
		17	2050		48 HEAVY PILE PENETRATION -	1-1
		11	700		48 ARM PUNCH Impact -	1-1
		12	875		72 ÿÿÿ	
		14	1300	19		
CROF	penetrate					540
4 Missileer		16		84 ÿÿÿ		
		11	675		48 ARM PUNCH Impact -	1-1
		11	675		48 ARM PUNCH Impact -	1-1
		17	2250		60 EGRET hot 3	3-6
		13	1100	21		
ZERAID	penetrate					510
5 Missileer		16		84 ÿÿÿ		
		11	675		48 ARM PUNCH Impact -	1-1
		11	675		48 ARM PUNCH Impact -	1-1
		17	2250		60 EGRET hot 3	3-6
		13	1100	21		
ZERAID	penetrate					510
6 Attacker		19		310 ÿÿÿ		
		11	675	-Large Unit- ÿNo Partsÿ	SMASHER Impact / Heat-	1-4
		16	2000			
		16	2000			
		13	1100	12		
OSV-T	penetrate					500
7 Attacker		19		310 ÿÿÿ		
		11	675	-Large Unit- ÿNo Partsÿ	SMASHER Impact / Heat-	1-4
		16	2000			
		16	2000			
OSV-T penetration						500

		13	1100				12		-							
8 Attacker		19		- - - - - -		OSV-T	penetrate	310 ÿÿÿ								500
		11	675					-Large Unit- ÿNo Partsÿ	SMASHER Impact / Heat-			1-4				
		16	2000						-							
		16	2000						-							
		13	1100				12		-							
9 Attacker		19		- - - - - -		OSV-T	penetrate	310 ÿÿÿ								500
		11	675					-Large Unit- ÿNo Partsÿ	SMASHER Impact / Heat-			1-4				
		16	2000						-							
		16	2000						-							
		13	1100				12		-							
10 Attacker		19		- - - - - -		OSV-T	penetrate	310 ÿÿÿ								500
		11	675					-Large Unit- ÿNo Partsÿ	SMASHER Impact / Heat-			1-4				
		16	2000						-							
		16	2000						-							
		13	1100				12		-							
11 Attacker		19		- - - - - -		OSV-T	penetrate	310 ÿÿÿ								500
		11	675					-Large Unit- ÿNo Partsÿ	SMASHER Impact / Heat-			1-4				
		16	2000						-							
		16	2000						-							
		13	1100				12		-							

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• IntermissionÿMercenary BarracksÿHQ • Mission25B
ÿMapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: Talk to Rain, Champ, or Odd Eye, then talk to Gray to move.		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray (ÿ)
		OTHERS	Yuji / Matt / Gabriel / Thresh
	Hangar		
	Arena	Opponent	Charly / Kenny / Snow Bird / Smorker / Fork / Charly / Kenny / Snow Bird / Smorker / Charly / Kenny / Snow Bird / Smorker / Marty / Smorker / Marty
		Stakes	100 / 300 / 500 / 800 / 1000

(*) Added when talking to Rain, Champ, or Odd Eye

Mercenary

Barracks • Talk to Rain, Champ, or Odd Eye • Talk to Gray

headquarters

• Conversation

Event ÿ Mission25B Escort

Mission25B

Mission 25B Escort	Victory Condition:	Defeat all enemies
	Defeat Condition:	Storm's plane is shot down or Rachel's plane is shot down
	Operation Reward	₩5000

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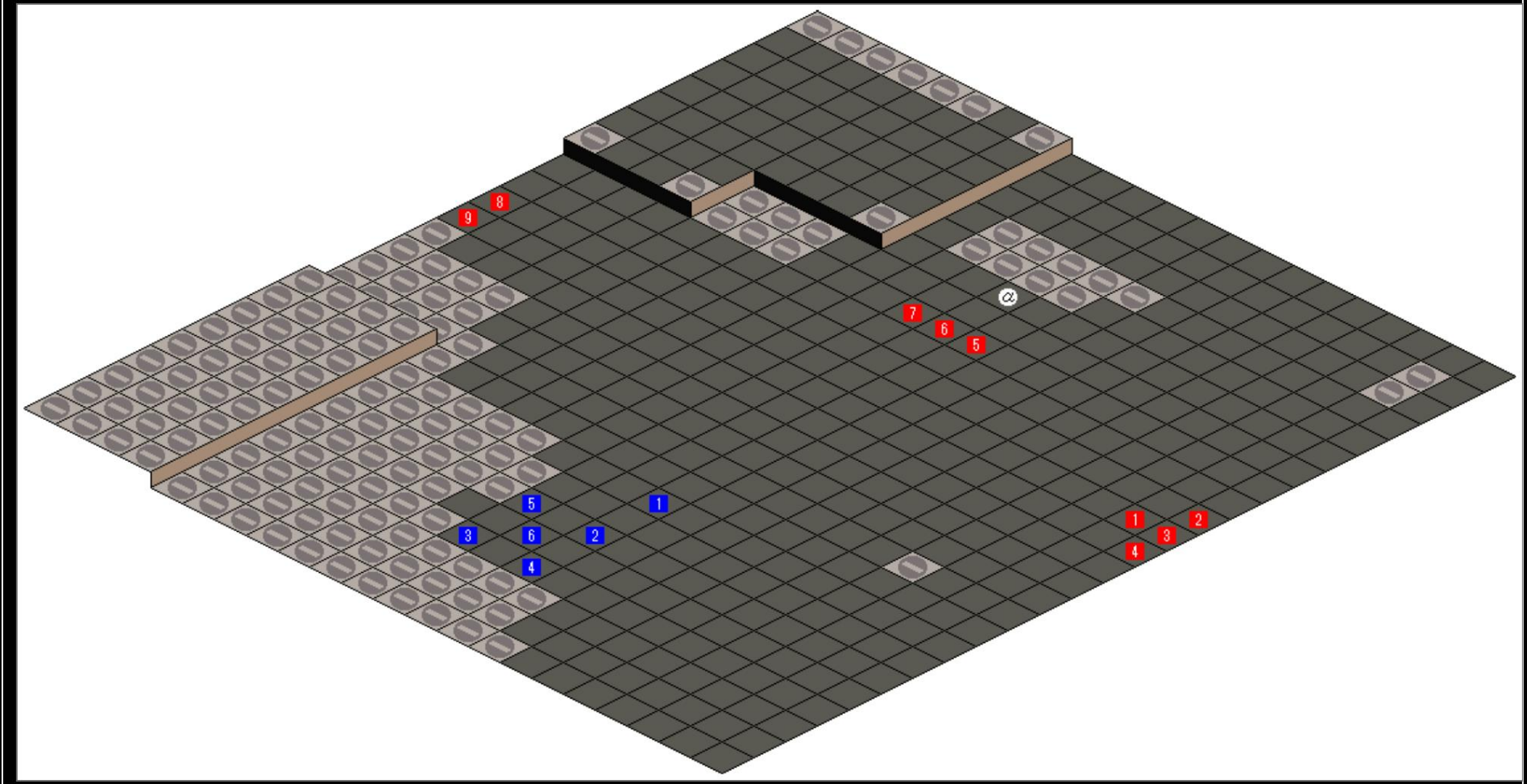
Mission50

	Select the unit to be deployed (from the second round onwards)	Storm
		Selected sortie: Rain / Champ / Odd Eye / Gray

map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Base "Day"	15ÿ	3		2		3	2



• Rachel's plane will leave when it reaches the escape point (map ÿ)

• Enemy units will move towards Rachel's plane, but if they are adjacent to the Storm squadron, they will attack the Storm squadron.

ÿ Be careful, as enemy units equipped with long-range weapons may attack Rachel's unit even if they are adjacent to her.

• Send three of your planes to the enemy units just before the escape point, and send two of your planes to the Death plane.

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Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Shoot down 1 enemy	Grip SLAB+1	Grip HEXA G3+1	Grip HEXA G3+2

Up

Ally

No.	PILOT							MACHINE					WEAPON					ITEM	build reason fee use
	Name	State	Level		Exp.	Level	Skill	Name	Attribute HP		Body		Body	Attribute Bullet Range					
			Fight			Fight					Noise		L. Grip						
			Short			Short					R. Arm		R. Grip						
			Long			Long					Legs		L. Shoulder						
			Agility			Agility			Move				R. Shoulder						
1	Storm							WOLF HEAD											
2	Rain							BLUE IRIS											
3	Champ							CLAYMORE											
4	Oddeye							WILD CAT											
5	Gray							CRUSADER											
6	Rachel ÿNPCÿ		16					Jeep		200 ÿÿÿ									
			12		800					-Large Unit- ÿNo Partsÿ									
			12		800														
			12		800														
			16		2000				12										

Up

enemy

- Arena/Opponent M-43 ÿ51

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No.	PILOT						MACHINE			WEAPON				
	Name	Level				Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vonger
		State	Fight	Exp.	Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility			Move		R. Shoulder				
1	Death	23				Guide Lv2	X-13	hot	110					1250
		12		1000					60	ARM PUNCH+ 1 Impact-			1-1	
		18		2500					60	SLAB+1	Through -		2-3	
		20		3000					75	SX-30				
		14		1500				19		SX-30				
2	Attacker	17					CROF	penetrate	96					540
		11		700					48	DARK HOG	Through -		1-1	
		17		2050					48	ARM PUNCH Impact -			1-1	
		12		875					72					
		14		1300				19						
3	Attacker	18					OSV-T	penetrate	310					500
		11		675					-Large Unit- ÿNo Partsÿ	BANISH IIShock / Heat-			1-6	
		18		2350										
		13		1075										
		14		1425				12						
4	Attacker	17					CROF	penetrate	96					540
		11		700					48	DARK HOG	Through -		1-1	
		17		2050					48	ARM PUNCH Impact -			1-1	
		12		875					72					
		14		1300				19						
5	Attacker	17					CROF	penetrate	96					540
		11		700					48	DARK HOG	Through -		1-1	
		17		2050					48	ARM PUNCH Impact -			1-1	
		12		875					72					
		14		1300				19						
6	Attacker	17					CROF	penetrate	96					540
		11		700					48	DARK HOG	Through -		1-1	
		17		2050					48	ARM PUNCH Impact -			1-1	
		12		875					72					
		14		1300				19						

No.	PILOT						MACHINE			WEAPON				
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight		Fight				Body	Noise				
			Short		Short				R. Arm	L. Grip				
			Long		Long				Legs	R. Grip				
			Agility		Agility			Move		L. Shoulder				
										R. Shoulder				
7	Attacker	17					CROF		96					
		11	700					penetrate	48	DARK HOG	Through -		1-1	
		17	2050						48	ARM PUNCH Impact -			1-1	540
		12	875						72					
		14	1300					19						
8	Missileer	16					ZERAID		84					
		11	675					penetrate	48	ARM PUNCH Impact -			1-1	
		11	675						48	ARM PUNCH Impact -			1-1	510
		17	2250						60	EGRET	hot	3	3-6	
		13	1100					21						
9	Missileer	16					ZERAID		84					
		11	675					penetrate	48	ARM PUNCH Impact -			1-1	
		11	675						48	ARM PUNCH Impact -			1-1	510
		17	2250						60	EGRET	hot	3	3-6	
		13	1100					21						

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• Intermission | Mercenary Barracks | Headquarters | Hangar •

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intermission

Movable facilities	Headquarters: After talking to either Rain or Gray, you can move there.		
	Mercenary Barracks	TEAM MEMBERS Rain / Champ / Odd Eye / Gray	
		OTHERS	Yuji / Matt / Gabriel / Thresh
	Hangar Weapon/Part Addition		
	Arena	Opponent	Fork / Fork / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Snow Bird / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Blue Eye / Brian / Smorker / Snow Bird
		Stakes	300 / 500 / 800 / 1000 / 2000

Mercenary

Barracks : Talk to either Rain or Gray

headquarters

• Conversation

Event ÿ Mission 26 Reunion

Hangar

ÿShopÿ

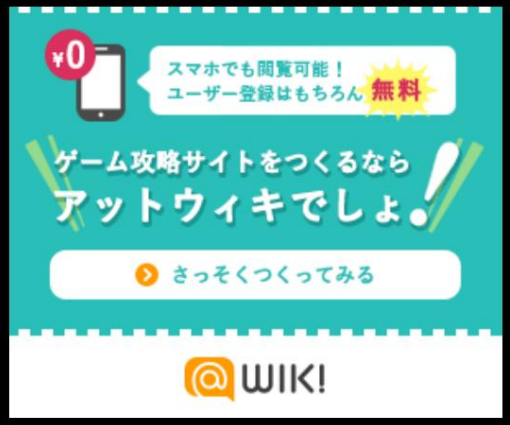
Mission26

Mission 26 Reunion	Victory Condition: Defeat all enemies	
	Defeat Condition: Shoot down Storm or Odd Eye.	

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	Operation Reward H$5000	
	Select the unit to be deployed (From the second lap onwards)	Storm / Odd Eye
		Selected sortie: Rain / Champ / Gray

- Enemy destruction bonuses are not awarded for enemy units destroyed by Delta Force.
- If Delta Force is shot down, you won't be charged for repairs.



map

terrain	name	Terrain effect fruit	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						
	Grassland (Road) "Daytime"	8ÿ	3		2		3	2

terrain	name	Terrain effect fruit	Normal	Hover	Tank	Tire		
	Grassland "Daytime"	8ÿ	3		2		3	2

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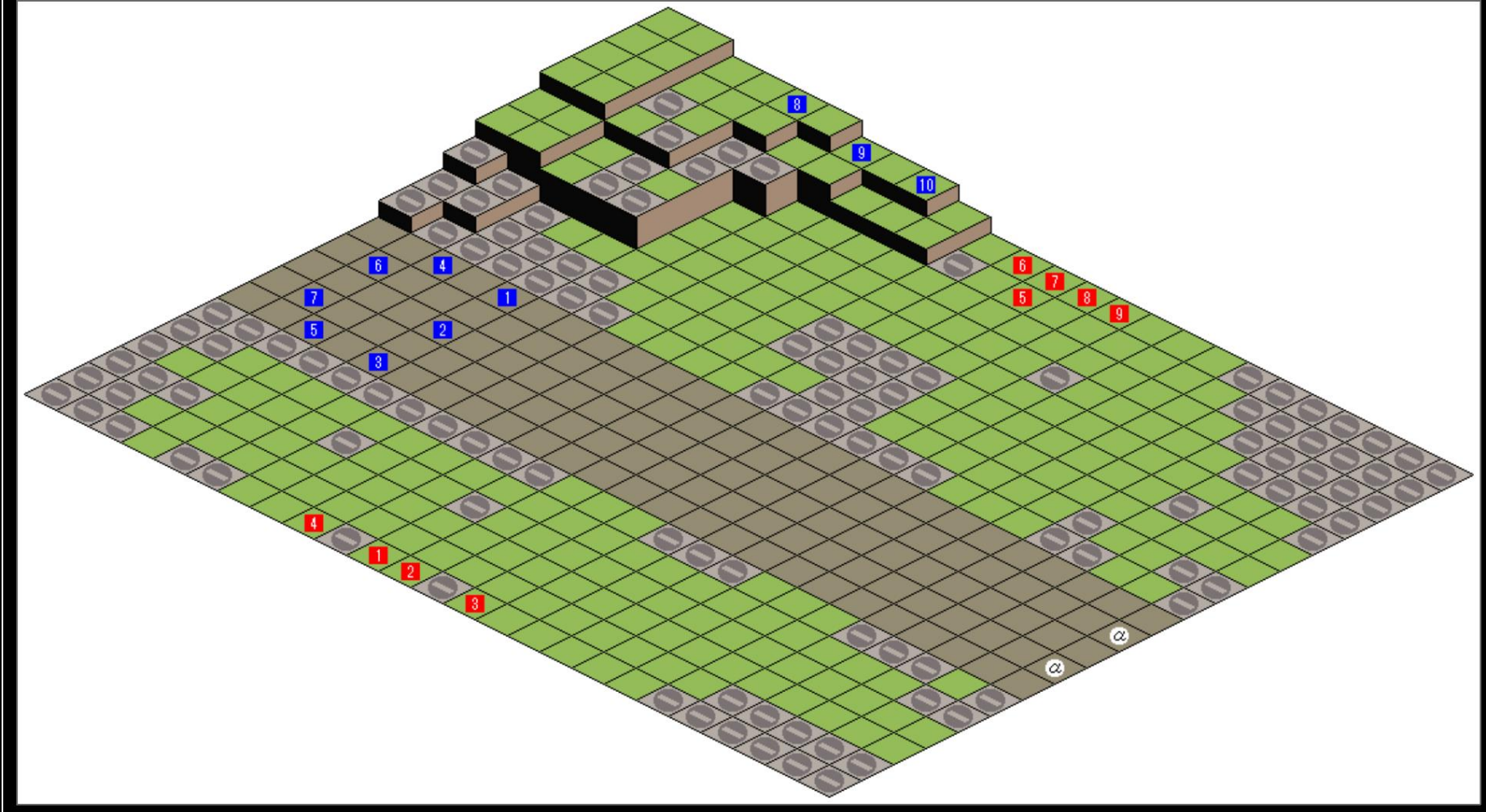
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• After the transport vehicle reaches the movement point (map ÿ), it will stop moving.

ÿ Be careful not to leave

• When there is only one enemy unit remaining or after two turns have passed, 5 enemy reinforcements (5-9 enemies) and 3 friendly reinforcements (Delta Squad) (8-10 friendly units) will appear. ÿ Nightmare units will retreat when their total HP falls below about 30%. ÿ Nightmare units: 94 or less

Up

- Arena/Opponent M-43 ÿ51

2016-03-16

- Epilogue
- Mission51
- Mission50
- Mission49
- Mission48
- Mission47

Parts available

- none

Up

Ally

No.	PILOT						MACHINE				WEAPON				ITEM	build reason fee use
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
1	Storm						WOLF HEAD									
2	Rain						BLUE IRIS									
3	Champ						CLAYMORE									
4	Oddeye						WILD CAT									
5	Gray						CRUSADER									
6	Attacker ÿNPCÿ	15					Carrier			210 ÿÿÿ						416
		12	1000							-Large Unit- ÿNo Partsÿ						
		12	1000													
		12	1000													
		12	1000					14								
7	Attacker ÿNPCÿ	15					Carrier			210 ÿÿÿ						416
		12	1000							-Large Unit- ÿNo Partsÿ						
		12	1000													
		12	1000													

No.	PILOT						MACHINE			WEAPON				ITEM	build reason fee use
	Name	Level		Exp.		Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range				
		State	Fight		Fight				Noise	L. Grip					
			Short		Short				R. Arm	R. Grip					
			Long		Long				Legs	L. Shoulder					
			Agility		Agility			Move		R. Shoulder					
		12		1000				14							
8	Faceless ÿNPCÿ	24				Switch Lv2 Speed Lv2	ARPEGGIO	penetrate	144 ÿÿÿ						
		14		1500					96 PAP-66	Through		1-1			
		20		3000					96 PAP-66	Through		1-1			
		18		2500					120 FIRE WALL						
		15		1600				18		FIRE WALL					
9	Attacker ÿNPCÿ	17					ARPEGGIO	penetrate	144 ÿÿÿ						
		12		1000					96 PAP-66	Through		1-1			
		16		1900					96 PAP-66	Through		1-1			
		12		1000					120 FIRE WALL						
		13		1200				18		FIRE WALL					
10	Attacker ÿNPCÿ	17					ARPEGGIO	penetrate	144 ÿÿÿ						
		12		1000					96 PAP-66	Through		1-1			
		16		1900					96 PAP-66	Through		1-1			
		12		1000					120 FIRE WALL						
		13		1200				18		FIRE WALL					

Up

enemy

No.	PILOT	MACHINE	WEAPON	enemy

Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			Attack break Bo . Na vinegar
	State	Fight	Exp.	Fight					Noise	L. Grip				
		Short		Short					R. Arm	R. Grip				
		Long		Long					Legs	L. Shoulder				
		Agility		Agility			Move			R. Shoulder				
1 Attacker	17				- - - - -	VASA	penetrate	120		-				605
	12	875						84	ARM PUNCH Impact -				1-1	
	12	775						84	HEXA-F		Through -		2-3	
	17	2050						96		-				
	14	1300					16			-				
2 Attacker	17				- - - - -	VASA	penetrate	120		-				605
	12	875						84	ARM PUNCH Impact -				1-1	
	12	775						84	HEXA-F		Through -		2-3	
	17	2050						96		-				
	14	1300					16			-				
3 Attacker	17				- - - - -	VASA	penetrate	120		-				605
	12	875						84	ARM PUNCH Impact -				1-1	
	12	775						84	HEXA-F		Through -		2-3	
	17	2050						96		-				
	14	1300					16			-				
4 Attacker	17				- - - - -	VASA	penetrate	120		-				605
	12	875						84	ARM PUNCH Impact -				1-1	
	12	775						84	HEXA-F		Through -		2-3	
	17	2050						96		-				
	14	1300					16			-				
5 Nightmare	22				Guide Lv1 - - - - -	X-14	penetrate	110		-				1250
	12	875						60	ARM PUNCH+ 1 Impact-				1-1	
	17	2050						60	SLAB+1		Through -		2-3	
	22	3500						75	SX-30		.	.		
	14	1300					20			SX-30	.	.		
6 Attacker	17				- - - - -	VASA	penetrate	120		-				605
	12	875						84	ARM PUNCH Impact -				1-1	
	12	775						84	HEXA-F		Through -		2-3	
	17	2050						96		-				
	14	1300					16			-				

7 Attacker	17			VASA	penetrate	120	-				605
	12	875				84	ARM PUNCH Impact -			1-1	
	17	2050				84	LEO STAN	Through -		1-1	
	12	775				96	-				
	14	1300			17		-				
8 Attacker	17			VASA	penetrate	120	-				605
	12	875				84	ARM PUNCH Impact -			1-1	
	12	775				84	HEXA-F	Through -		2-3	
	17	2050				96	-				
	14	1300			16		-				
9 Attacker	17			VASA	penetrate	120	-				605
	12	875				84	ARM PUNCH Impact -			1-1	
	17	2050				84	LEO STAN	Through -		1-1	
	12	775				96	-				
	14	1300			17		-				

Up

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Mission27

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Basic knowledge • System • Basic operation • Commands • Base facilities • Arena • Clear rewards • Bugs

PILOT •
PILOT

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Skill

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PARTS •
Computer •
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Arm L •
Arm R •
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Back Pack •
Large mobile weapons

ITEM
• Item

MISSION •
Mission01 •
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Mission01	Mission02	Mission03	Mission04A Mission04B	Mission05A Mission05B	Mission06	Mission07	Mission08	Mission09		Mission10A Mission10B	Mission11A Mission11B	Mission12	Mission13
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• IntermissionÿMercenary BarracksÿHeadquarters •
Mission 27ÿMapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: After talking to either Odd Eye or Faceless, you can move.		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Faceless (ÿ) / Yuji / Matt / Gabriel / Thresh
	Hangar		
	Arena	Opponent	Fork / Fork / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Snow Bird / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Blue Eye / Brian / Smorker / Snow Bird
		Stakes	300 / 500 / 800 / 1000 / 2000

(*) If you talk to either Odd Eye or Faceless, you will leave the room.

Mercenary

Barracks • Talk to either Odd Eye or Faceless

headquarters

• Conversation

Event ÿ Mission 27 Codename

Mission27

Mission 27 Code Name	Victory Condition:	Defeat all enemies
	Defeat Condition:	Shoot down Storm or Odd Eye.
	Operation Reward	H$5000
	Select the unit to be deployed	Storm / Odd Eye

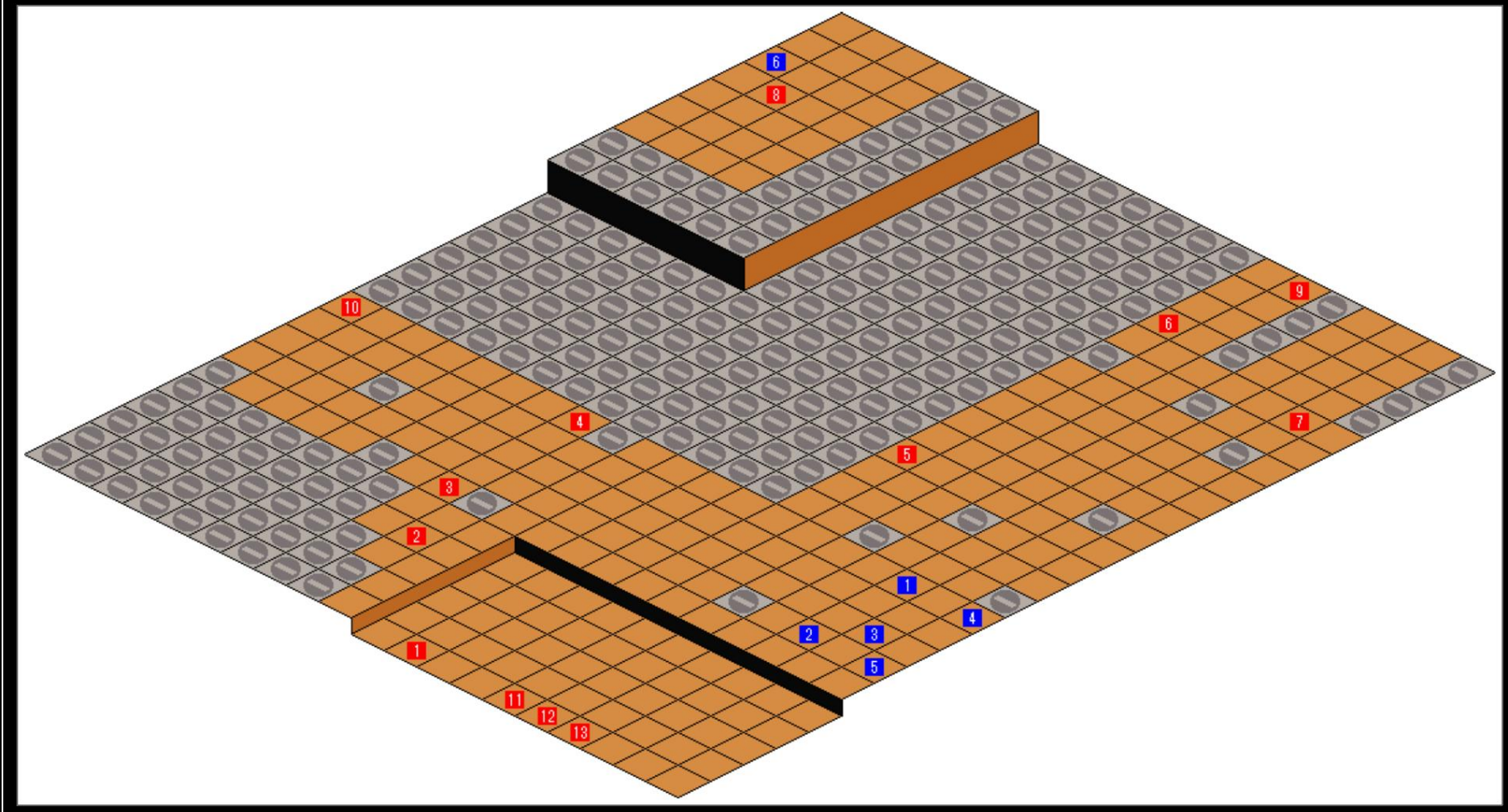
• Mission04-05
ÿ 04A ÿ 04B ÿ 05A ÿ 05B • Mission06 • Mission07 • Mission08 • Mission09 • Mission10-11
ÿ 10A ÿ 10B ÿ 11A ÿ 11B • Mission12 • Mission13 • Mission14 • Mission15 • Mission16 • Mission17 • Mission18 • Mission19 • Mission20 • Mission21 • Mission22 • Mission23-25
ÿ 23A ÿ 23B ÿ 24A ÿ 24B ÿ 25A ÿ 25B • Mission26 • Mission27 • Mission28 • Mission29 • Mission30 • Mission31 • Mission32 • Mission33 • Mission34 • Mission35 • Mission36 • Mission37 • Mission38 • Mission39 • Mission40 • Mission41 • Mission42 • Mission43 • Mission44 • Mission45 • Mission46 • Mission47 • Mission48 • Mission49 • Mission50

	(From the second round onwards) Selected sortie: Rain / Champ / Gray	

map

terrain	name	Terrain Effects	Normal Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ					

terrain	name	Terrain Effects	Normal Hover	Tank	Tire		
	City "Evening"	15ÿ	3	2	3	2	



• After 2 turns, or when there is only one enemy unit remaining, 3 enemy reinforcements (enemy 8-10) will appear.

• After 3 turns, or when there is only one Nightmare unit remaining, 1 friendly reinforcement (friendly 6) will appear. • After the Nightmare unit shoots down the Faceless unit, it will retreat and 3 enemy reinforcements (enemy 11-13) will appear.

Up

• Mission51
• Epilogue

others
• Parts availability list
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Up

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ÿ33
• Arena/Opponent M-09
ÿ16
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Parts available

• none

Up

Ally

No.	PILOT						MACHINE				WEAPON				ITEM	build reason fee use
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
1	Storm						WOLF HEAD									
2	Rain						BLUE IRIS									
3	Champ						CLAYMORE									
4	Oddeye						WILD CAT									
5	Gray						CRUSADER									
6	Faceless ÿNPCÿ	24				Speed Lv2	ARPEGGIO	hot		1 / 144 ÿÿÿ						
		14	1500							1/96 ARM PUNCH Impact -				1-1		
		20	3000							1/96 ARM PUNCH Impact -				1-1		
		18	2500							1 / 120 ÿÿÿ						
		15	1600					19								

Up

enemy

No.	PILOT	MACHINE	WEAPON	enemy

- Arena/Opponent M-43
- ÿ51

2016-03-16

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- Mission47

	Name	State	Level	Exp.	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			Attack break Bo . Na vivage
			Fight		Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility		Move			R. Shoulder				
1	Attacker	19				VASA		120 ÿÿÿ						
		12	975				penetrate	84 ARM PUNCH Impact	-				1-1	
		13	1175					84 SLAB			Through	-	2-3	605
		18	2400					96 ÿÿÿ						
		14	1400				17			-				
2	Missileer	17				ZERAID		84 ÿÿÿ						
		11	675				penetrate	48 ARM PUNCH Impact	-				1-1	
		11	675					48 ARM PUNCH Impact	-				1-1	510
		18	2450					60 PIZ-8			hot	2	3-6	
		13	1250				20			-				
3	Attacker	19				VASA		120 ÿÿÿ						
		12	975				penetrate	84 ARM PUNCH Impact	-				1-1	
		13	1175					84 SLAB			Through	-	2-3	605
		18	2400					96 ÿÿÿ						
		14	1400				17			-				
4	Missileer	17				ZERAID		84 ÿÿÿ						
		11	675				penetrate	48 ARM PUNCH Impact	-				1-1	
		11	675					48 ARM PUNCH Impact	-				1-1	510
		18	2450					60 PIZ-8			hot	2	3-6	
		13	1250				19			GOLDIAS	hot	2	3-6	
5	Missileer	17				ZERAID		84 ÿÿÿ						
		11	675				penetrate	48 ARM PUNCH Impact	-				1-1	
		11	675					48 ARM PUNCH Impact	-				1-1	510
		18	2450					60 PIZ-8			hot	2	3-6	
		13	1250				20			-				
6	Attacker	19				VASA		120 ÿÿÿ						
		12	975				penetrate	84 ARM PUNCH Impact	-				1-1	
		13	1175					84 SLAB			Through	-	2-3	605
		18	2400					96 ÿÿÿ						
		14	1400				17			-				

7 Attacker	19			VASA	penetrate	120 ÿÿÿ											605
	12	975				84 ARM PUNCH Impact -											
	18	2400				84 LEO STAN penetration -											
	13	1175				96 ÿÿÿ											
	14	1400				17											
8 Nightmare	22		Guide Lv1	X-14	hot	110 ÿÿÿ											
	12	875				60 PAP-66	Through -										
	17	2050				60 PAP-66	Through -										
	22	3500				75 SX-30											
	14	1300				20	SX-30										
9 Attacker	19			VASA	penetrate	120 ÿÿÿ											605
	12	975				84 ARM PUNCH Impact -											
	18	2400				84 LEO STAN penetration -											
	13	1175				96 ÿÿÿ											
	14	1400				17											
10 Attacker	19			VASA	penetrate	120 ÿÿÿ											605
	12	975				84 ARM PUNCH Impact -											
	18	2400				84 LEO STAN penetration -											
	13	1175				96 ÿÿÿ											
	14	1400				17											
11 Attacker	19			VASA	penetrate	120 ÿÿÿ											605
	12	975				84 ARM PUNCH Impact -											
	18	2400				84 LEO STAN penetration -											
	13	1175				96 ÿÿÿ											
	14	1400				17											
12 Attacker	19			VASA	penetrate	120 ÿÿÿ											605
	12	975				84 ARM PUNCH Impact -											
	18	2400				84 LEO STAN penetration -											
	13	1175				96 ÿÿÿ											
	14	1400				17											
13 Attacker	19			VASA	penetrate	120 ÿÿÿ											605
	12	975				84 ARM PUNCH Impact -											
	18	2400				84 LEO STAN penetration -											
	13	1175				96 ÿÿÿ											
	14	1400				17											

Up

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Mission28

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Large mobile weapons

ITEM
• Item

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• Intermission | Mercenary Barracks | Headquarters | Hangar •

Mission 28 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters: After talking to Rain, Champ, or Gray, you can move there.		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Gray
		OTHERS	Yuji / Matt / Gabriel
	Hangar Weapon/Part Addition		
	Arena	Opponent	Fork / Fork / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Snow Bird / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Blue Eye / Brian / Smorker / Snow Bird
		Stakes	300 / 500 / 800 / 1000 / 2000

Mercenary

Barracks : Talk to Rain, Champ, or Gray

headquarters

• Conversation

Event ÿ Mission 28 Odd Eye

Hangar

ÿShopÿ

Mission28

Mission 28 Odd Eye	Victory Condition:	Defeat all enemies
	Defeat Condition:	Shoot down Storm or Odd Eye.

- Mission04-05
ÿ 04A ÿ 04B
ÿ 05A ÿ 05B
- Mission06
- Mission07
- Mission08
- Mission09
- Mission10-11
ÿ 10A ÿ 10B
ÿ 11A ÿ 11B
- Mission12
- Mission13
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- Mission15
- Mission16
- Mission17
- Mission18
- Mission19
- Mission20
- Mission21
- Mission22
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ÿ 25A ÿ 25B
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- Mission39
- Mission40
- Mission41
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- Mission43
- Mission44
- Mission45
- Mission46
- Mission47
- Mission48
- Mission49
- Mission50

	Operation Reward H$3000		
	Select the unit to be deployed (From the second lap onwards)	Storm	
		Selected sortie	Rain / Champ / Gray



map

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Not allowed to enter	0ÿ ÿ				
	Base "Day"	15ÿ	3	2	3	2

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Wasteland "Daytime"	8ÿ	3	2	3	2

• Mission51 •
Epilog

Others •
List of parts available
• Notes
• Tips and tricks

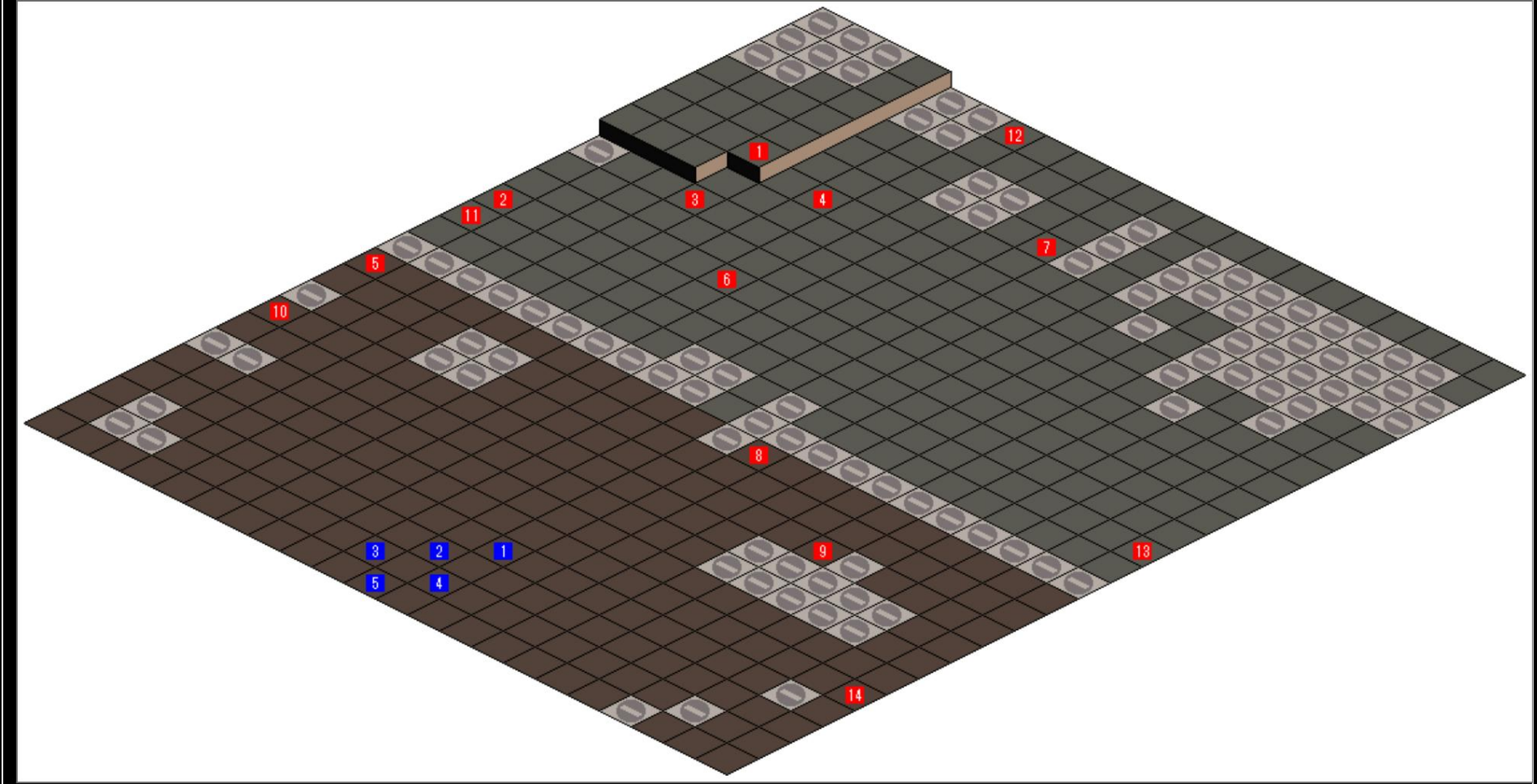
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ÿ16
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• After one turn, 4 friendly reinforcements (Friendly 2-5) and 5 enemy reinforcements (Enemy 10-14) will appear.

Up

Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Shoot down	1 enemy Grip COBRA+1	Grip HEXA G3+1	Grip HEXA G3+2

Up

- Arena/Opponent M-43
- ÿ51

2016-03-16

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- Mission47

Ally

No.	PILOT							MACHINE				WEAPON					ITEM	build reason fee use
	Name	Level					Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					
		State	Fight	Exp.	Fight						Noise	L. Grip						
			Short		Short						R. Arm	R. Grip						
			Long		Long						Legs	L. Shoulder						
			Agility		Agility				Move			R. Shoulder						
1	Oddeye							WILD CAT										
2	Storm							WOLF HEAD										
3	Rain							BLUE IRIS										
4	Champ							CLAYMORE										
5	Gray							CRUSADER										

Up

enemy

No.	PILOT							MACHINE				WEAPON					enemy Attack break
	Name	Level					Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight						Noise	L. Grip					Bo
			Short		Short						R. Arm	R. Grip					
			Long		Long						Legs	L. Shoulder					Na
			Agility		Agility				Move			R. Shoulder					
1	Nightmare	22					Guide Lv1	X-14	hot		145	-					1875
		12	875								90	ARM PUNCH+ 2	Impact-			1-1	
		17	2050								90	COBRA+1		Through -		2-4	
		22	3500								120	SX-30			-		

No.	PILOT					MACHINE			WEAPON				
	Name	Level			Skill	Name	Attribute HP		Body	Attribute Bullet Range			enemy Attack break Bo. Na vinger
		State	Fight / Short / Long / Agility	Exp.	Fight / Short / Long / Agility				Body / L. Grip / R. Grip / L. Shoulder / R. Shoulder				
		14		1300		20			SX-30				
2	Attacker	19				ORCUS ÿ		96	-				635
		12		975			penetrate	60	ARM PUNCH Impact -			1-1	
		18		2400				60	MOSTRO-24 Penetration -			1-1	
		13		1175				78	-				
		14		1400			21		-				
3	Attacker	19				ORCUS ÿ		96	-				635
		12		975			penetrate	60	ARM PUNCH Impact -			1-1	
		18		2400				60	MOSTRO-24 Penetration -			1-1	
		13		1175				78	-				
		14		1400			21		-				
4	Attacker	19				ORCUS ÿ		96	-				635
		12		975			penetrate	60	ARM PUNCH Impact -			1-1	
		18		2400				60	MOSTRO-24 Penetration -			1-1	
		13		1175				78	-				
		14		1400			21		-				
5	Attacker	19				GROUP SP-V		120	-				635
		12		975			penetrate	84	ARM PUNCH Impact -			1-1	
		18		2400				84	LEO STAN	Through -		1-1	
		13		1175				102	-				
		14		1400			17		-				
6	Missileer	17				CICADA ÿ		144	-				705
		11		675			penetrate	96	ARM PUNCH Impact -			1-1	
		11		675				96	ARM PUNCH Impact -			1-1	
		18		2450				114	MAGIC BOX HOT		2	4-6	
		13		1250			16		-				
7	Missileer	17				CICADA ÿ		144	-				705
		11		675			penetrate	96	ARM PUNCH Impact -			1-1	
		11		675				96	ARM PUNCH Impact -			1-1	
		18		2450				114	MAGIC BOX HOT		2	4-6	

No.	PILOT					MACHINE			WEAPON				
	Name	Level			Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo. Na. vinegar
		State	Fight / Short / Long / Agility	Exp.	Fight / Short / Long / Agility			Noise / R. Arm / Legs	L. Grip / R. Grip / L. Shoulder / R. Shoulder				
			13		1250		Move 16		-				
8	Missileer		17			CICADA ÿ	penetrate	144	-				705
			11		675			96	ARM PUNCH Impact -			1-1	
			11		675			96	ARM PUNCH Impact -			1-1	
			18		2450			114	MAGIC BOX HOT		2	4-6	
			13		1250		16		-				
9	Missileer		17			CICADA ÿ	penetrate	144	-				705
			11		675			96	ARM PUNCH Impact -			1-1	
			11		675			96	ARM PUNCH Impact -			1-1	
			18		2450			114	MAGIC BOX HOT		2	4-6	
			13		1250		16		-				
10	Attacker		19			GROUP SP-V	penetrate	120	-				635
			12		975			84	ARM PUNCH Impact -			1-1	
			18		2400			84	LEO STAN	Through -		1-1	
			13		1175			102	-				
			14		1400		17		-				
11	Attacker		19			GROUP SP-V	penetrate	120	-				635
			12		975			84	ARM PUNCH Impact -			1-1	
			18		2400			84	LEO STAN	Through -		1-1	
			13		1175			102	-				
			14		1400		17		-				
12	Attacker		19			ORCUS ÿ	penetrate	96	-				635
			12		975			60	ARM PUNCH Impact -			1-1	
			18		2400			60	MOSTRO-24 Penetration -			1-1	
			13		1175			78	-				
			14		1400		21		-				
13	Attacker		19			ORCUS ÿ	penetrate	96	-				635
			12		975			60	ARM PUNCH Impact -			1-1	
			18		2400			60	MOSTRO-24 Penetration -			1-1	
			13		1175			78	-				

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break	Bo
		State	Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					Na
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					vinegar
		14		1400				21			-					
14	Attacker	19				-	ORCUS ÿ	penetrate	96		-					635
		12		975		-			60	ARM PUNCH Impact	-			1-1		
		18		2400		-			60	MOSTRO-24 Penetration	-			1-1		
		13		1175		-			78		-					
		14		1400				21			-					

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• IntermissionÿMercenary BarracksÿHQ • Mission29ÿ

MapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: Talk to Champ or Gray, then talk to Odd Eye, then you can move.		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye (ÿ) / Gray
		OTHERS	Yuji / Matt / Gabriel
	Hangar		
	Arena	Opponent	Fork / Fork / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Snow Bird / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Blue Eye / Brian / Smorker / Snow Bird
		Stakes	300 / 500 / 800 / 1000 / 2000

(*) Added when talking to Champ or Gray

Mercenary

Barracks • Talk to Champ or Gray • Talk to Odd Eye

headquarters

• Conversation Events

ÿ Mission 29: Armed guerrilla wipeout operation

Mission29

Mission 29: Armed guerrilla wipeout operation	Victory Condition: Defeat all enemies	
	Defeat Condition: Shoot down the Storm plane	
	Operation Reward	H$3000

• Mission04-05

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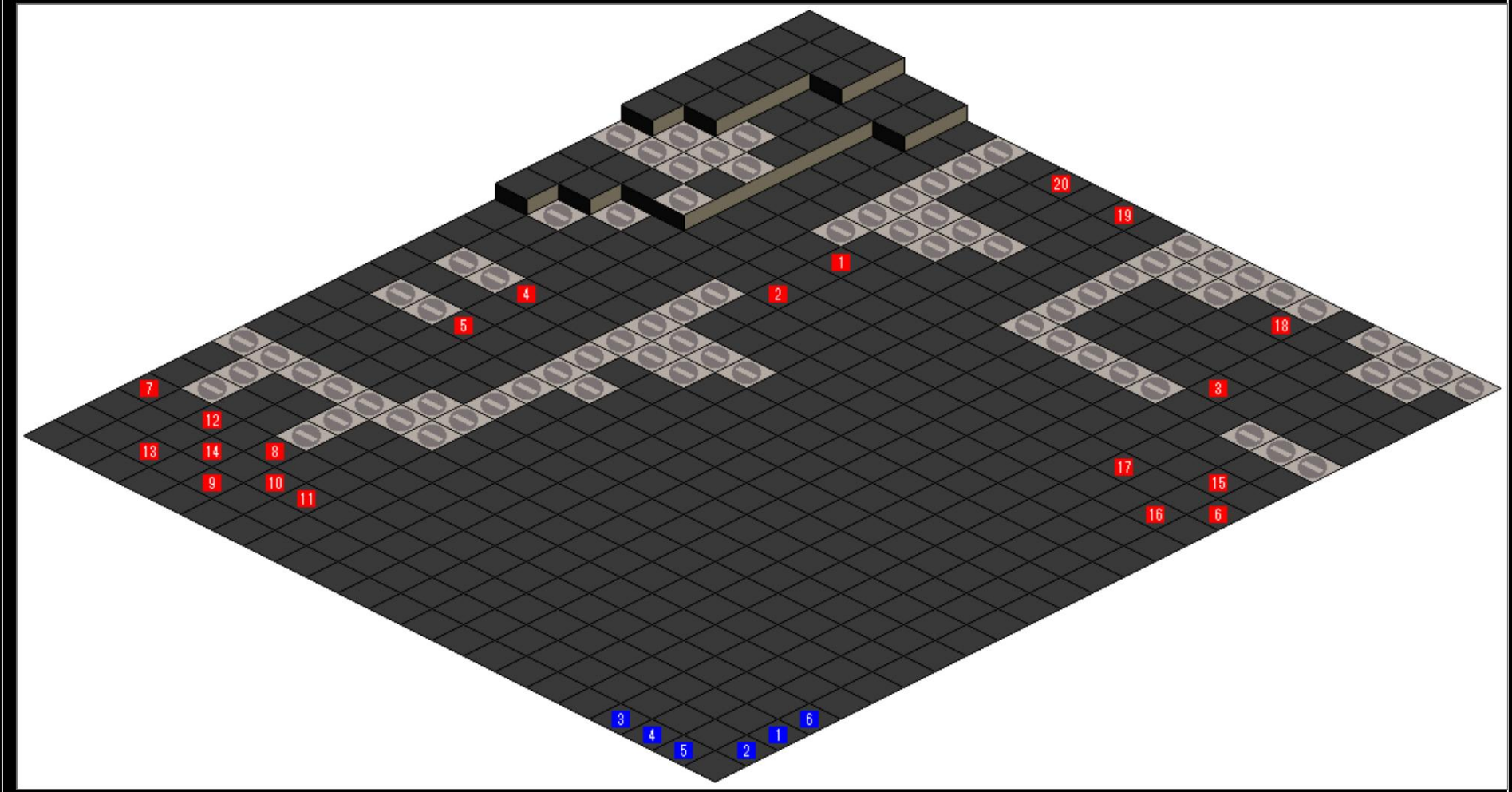
Mission50

Select the unit to be deployed (from the second round onwards)	Storm	
	Selected sortie: Rain / Champ / Odd Eye / Gray	

map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Wasteland "Night"	17ÿ	3		2		3	2



• After one turn, two enemy reinforcements (enemy 6-7) will appear.

ÿ Shoot down one command vehicle (enemy 6 or 7) and 7 enemy reinforcements (enemy 8-14) will appear. ÿ Shoot down the other command vehicle and 6 enemy reinforcements (enemy 15-20) will appear.

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Parts available

• none

Up

Ally

No.	PILOT						MACHINE				WEAPON				ITEM	build reason fee use
	Name	State	Level Fight	Level Short	Exp.	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
				Long						Noise	L. Grip					
										R. Arm	R. Grip					
										Legs	L. Shoulder					
			Agility					Move			R. Shoulder					
1	Storm						WOLF HEAD									
2	Rain						BLUE IRIS									
3	Champ						CLAYMORE									
4	Oddeye						WILD CAT									
5	Gray						CRUSADER									
6	Hepaist	1	9	0			Supply Car	penetrate	210 ÿÿÿ	-Large Unit- ÿNo Partsÿ					1850	
			9	0												
			9	0												
			9	0				14								

Up

enemy

No.	PILOT	MACHINE	WEAPON	enemy

- Arena/Opponent M-43 ÿ51

2016-03-16

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- Mission47

	Name	Level				Skill	Name	Attribute HP		Attribute Bullet Range				Attack break
		State	Fight	Exp.	Fight				Body	Body				Bo
			Short		Short				Noise	L. Grip				
			Long		Long				R. Arm	R. Grip				Na
			Agility		Agility			Move	Legs	L. Shoulder				
										R. Shoulder				
1	Attacker	21					ORCUS ÿ	penetrate	96 ÿÿÿ					635
		14	1450						60 ARM PUNCH Impact -				1-1	
		18	2550						60 MOSTRO-24 Penetration -				1-1	
		13	1250						78 ÿÿÿ					
		15	1555					21		-				
2	Attacker	21					ORCUS ÿ	penetrate	96 ÿÿÿ					635
		14	1450						60 ARM PUNCH Impact -				1-1	
		18	2550						60 MOSTRO-24 Penetration -				1-1	
		13	1250						78 ÿÿÿ					
		15	1555					21		-				
3	Attacker	21					M.B.T	penetrate	80 ÿÿÿ					475
		14	1450						-Large Unit- ÿNo Partsÿ	BOA-36 Impact / Heat -			1-4	
		18	2550							-				
		13	1250							-				
		15	1555					14		-				
4	Missileer	20					SAM Launcher	penetrate	100 ÿÿÿ					312
		13	1050						-Large Unit- ÿNo Partsÿ	-				
		13	1050							-				
		18	2500							DONKEY	hot	2	3-6	
		15	1650					12		DONKEY	hot	2	3-6	
5	Missileer	20					SAM Launcher	penetrate	100 ÿÿÿ					312
		13	1050						-Large Unit- ÿNo Partsÿ	-				
		13	1050							-				
		18	2500							DONKEY	hot	2	3-6	
		15	1650					12		DONKEY	hot	2	3-6	
6	Commander	21					Commander	penetrate	50 ÿÿÿ					312
		14	1450						-Large Unit- ÿNo Partsÿ	MOSTRO-24 Penetration -			1-1	
		18	2550							-				
		13	1250							-				
		15	1555					6		-				

7 Commander	21		Commander	penetrate	50 ÿÿÿ	-Large Unit- ÿNo Partsÿ							312
	14	1450					MOSTRO-24 Penetration -			1-1			
	18	2550					-						
	13	1250					-						
	15	1555			6		-						
8 Attacker	21		Armored Car	penetrate	50 ÿÿÿ	-Large Unit- ÿNo Partsÿ							312
	14	1450					-						
	18	2550					MOSTRO-24 Penetration -			1-1			
	13	1250					-						
	15	1555			6		-						
9 Attacker	21		Armored Car	penetrate	50 ÿÿÿ	-Large Unit- ÿNo Partsÿ							312
	14	1450					-						
	18	2550					MOSTRO-24 Penetration -			1-1			
	13	1250					-						
	15	1555			6		-						
10 Attacker	21		Armored Car	penetrate	50 ÿÿÿ	-Large Unit- ÿNo Partsÿ							312
	14	1450					-						
	18	2550					MOSTRO-24 Penetration -			1-1			
	13	1250					-						
	15	1555			6		-						
11 Attacker	21		GROUP SP-V	penetrate	120 ÿÿÿ								635
	14	1450			84 ARM PUNCH Impact -					1-1			
	18	2550			84 LEO STAN penetration -					1-1			
	13	1250			102 ÿÿÿ								
	15	1555			17		-						
12 Missileer	20		SAM Launcher	penetrate	100 ÿÿÿ	-Large Unit- ÿNo Partsÿ							312
	13	1050					-						
	13	1050					-						
	18	2500					DONKEY	hot	2	3-6			
	15	1650			12		DONKEY	hot	2	3-6			
13 Missileer	20		SAM Launcher	penetrate	100 ÿÿÿ	-Large Unit- ÿNo Partsÿ							312
	13	1050					-						
	13	1050					-						
	18	2500					DONKEY	hot	2	3-6			
	15	1650			12		DONKEY	hot	2	3-6			

14 Missileer	20		CICADA ÿ	penetrate	144 ÿÿÿ						705
	13	1050			96 ARM PUNCH Impact -				1-1		
	13	1050			96 ARM PUNCH Impact -				1-1		
	18	2500			114 MAGIC BOX HOT			2	4-6		
	15	1650		16	-						
15 Attacker	21		Armored Car		50 ÿÿÿ						312
	14	1450			-						
	18	2550			-Large Unit- ÿNo Partsÿ		MOSTRO-24 Penetration -			1-1	
	13	1250					-				
	15	1555		6			-				
16 Attacker	21		Armored Car		50 ÿÿÿ						312
	14	1450			-						
	18	2550			-Large Unit- ÿNo Partsÿ		MOSTRO-24 Penetration -			1-1	
	13	1250					-				
	15	1555		6			-				
17 Attacker	21		GROUP SP-V	penetrate	120 ÿÿÿ						635
	14	1450			84 ARM PUNCH Impact -				1-1		
	18	2550			84 LEO STAN penetration -				1-1		
	13	1250			102 ÿÿÿ						
	15	1555		17	-						
18 Missileer	20		CICADA ÿ	penetrate	144 ÿÿÿ						705
	13	1050			96 ARM PUNCH Impact -				1-1		
	13	1050			96 ARM PUNCH Impact -				1-1		
	18	2500			114 MAGIC BOX HOT			2	4-6		
	15	1650		16	-						
19 Missileer	20		SAM Launcher		100 ÿÿÿ						312
	13	1050			-						
	13	1050			-Large Unit- ÿNo Partsÿ		-				
	18	2500					DONKEY	hot	2	3-6	
	15	1650		12			DONKEY	hot	2	3-6	
20 Missileer	20		SAM Launcher		100 ÿÿÿ						312
	13	1050			-						
	13	1050			-Large Unit- ÿNo Partsÿ		-				
	18	2500					DONKEY	hot	2	3-6	
	15	1650		12			DONKEY	hot	2	3-6	

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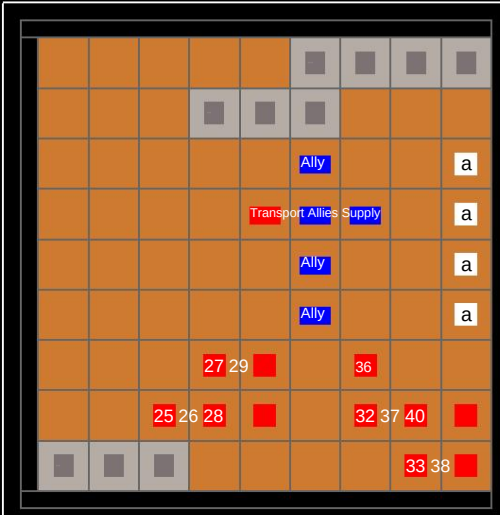
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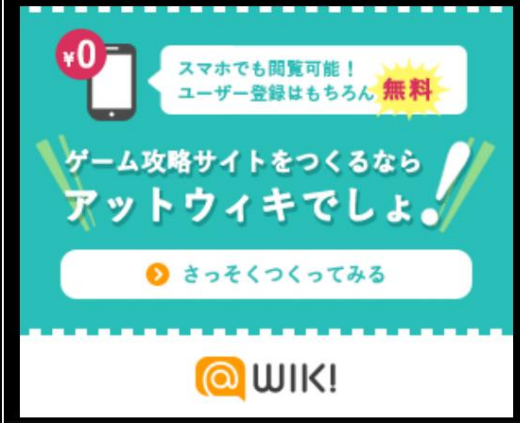
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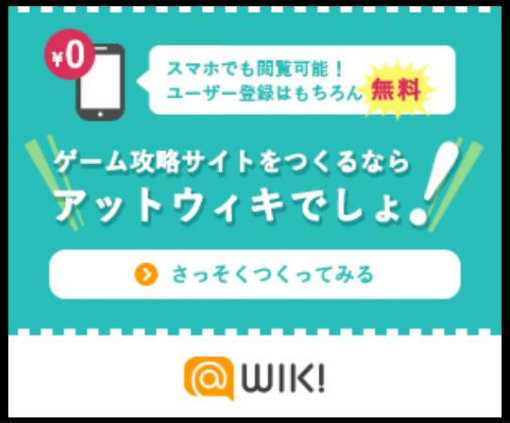


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• Intermission | Headquarters •

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intermission

Movable facilities	headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Hephaestus / Yuji / Thomas (ÿ) / Matt / Gabriel / Thresh
	Hangar		
	Arena	Opponent	Fork / Fork / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Snow Bird / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Blue Eye / Brian / Smorker / Snow Bird
		Stakes	300 / 500 / 800 / 1000 / 2000

(*) Leave the room after talking to Thomas

headquarters

• Conversation

Event ÿ Mission 30 Companion

Mission30

Mission 30: Companions	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down Storm's plane or Rain's plane		
	Operation Reward H$5000		
	Select the unit to be deployed (from the second round onwards)	Storm/Rain	
		Selected sortie: Champ / Odd Eye / Gray	

• Destroying a container will give you an enemy kill bonus (you can still earn bonuses even if you destroy it after reinforcements have appeared)

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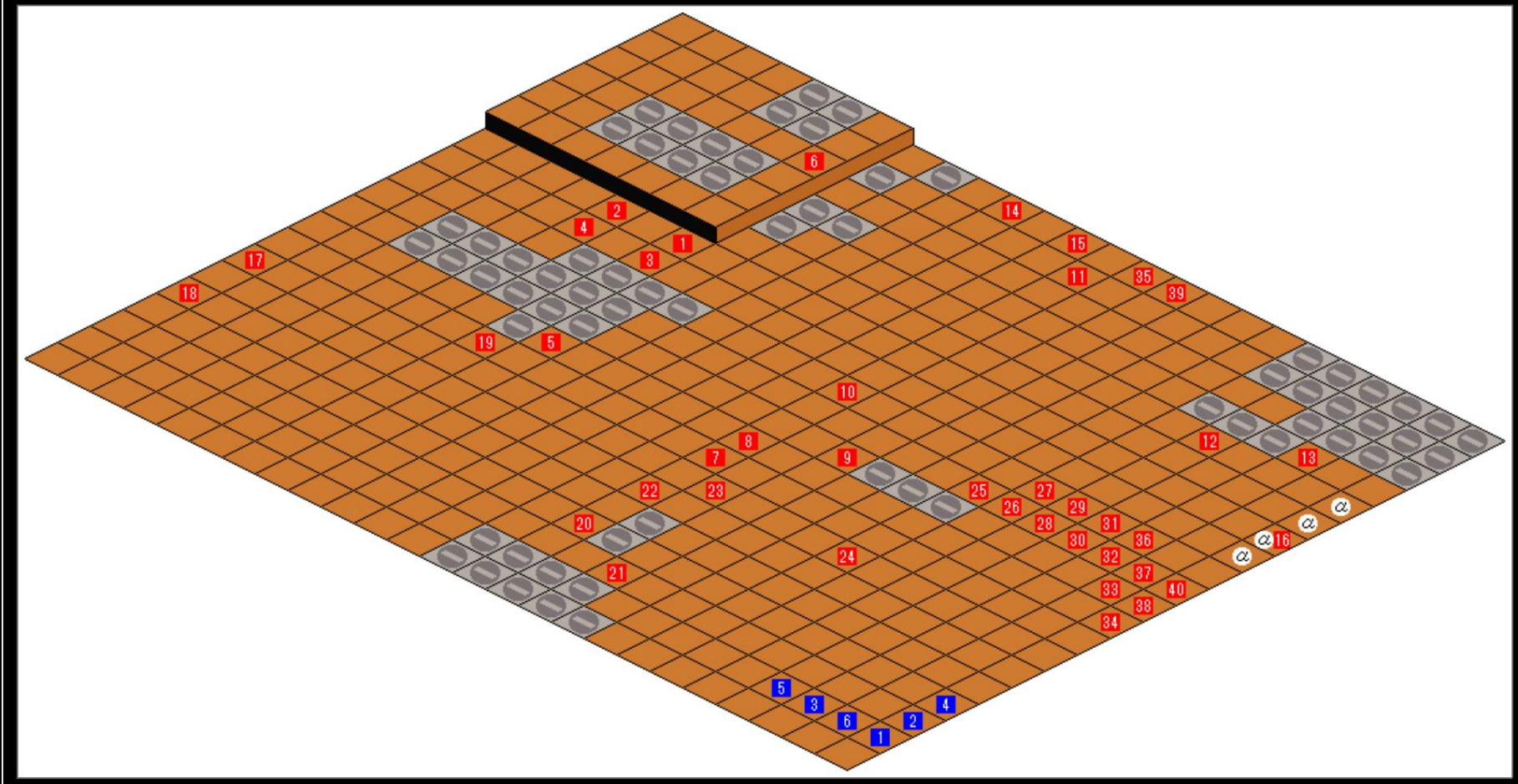
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Mission50

map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Factory "Evening"	15ÿ	3		2		3	2



• Immediately after the start, the Storm plane (ally 1) will temporarily withdraw. • If even one of the transport vehicles (enemy 1-4) reaches the escape point (map ÿ), all transport vehicles will withdraw.

ÿ Enemy destruction bonuses are reduced • When all enemy units (enemy 1-13) are destroyed, 5 enemy reinforcements (enemy 14-18) will appear and the Storm unit (ally 1) will return • You can earn experience points by using enemy unit transports

Destroy one row of containers (ex. enemy 30/31) before the extraction point ÿ

Destroy the arm of an enemy unit (enemy 12/13)

ÿ When the arm is destroyed, it moves towards the transport vehicle.

ÿ Place 4 friendly aircraft in line with the destroyed containers, and place a friendly supply truck behind them.

ÿ Blocking enemy transport vehicles to stop them moving

• Mission51
• Epilogue

others
• Parts availability list
Note
• Tips and tricks

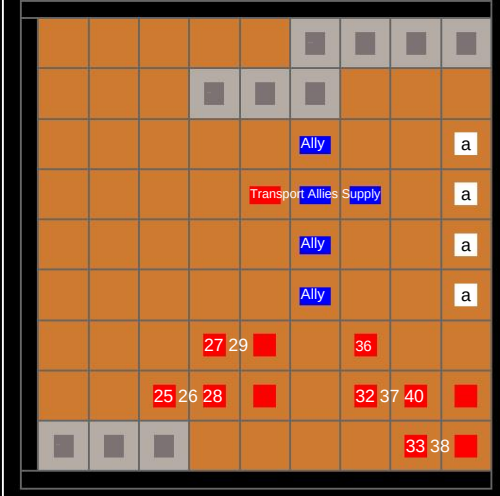
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ÿ33
• Arena/Opponent M-09
ÿ16
2016-03-18



Up

Parts available

• none

Up

Ally

No.	PILOT							MACHINE				WEAPON					ITEM	build reason fee use
	Name	Level					Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					
		State	Fight	Exp.	Fight						Noise	L. Grip						
			Short		Short						R. Arm	R. Grip						
			Long		Long						Legs	L. Shoulder						
			Agility		Agility				Move			R. Shoulder						
1	Storm							WOLF HEAD										
2	Rain							BLUE IRIS										

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilogue
- Mission51
- Mission50
- Mission49
- Mission48
- Mission47

No.	PILOT						MACHINE				WEAPON							
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			ITEM		build reason fee use
		State	Fight	Exp.	Fight					Noise	L. Grip							
			Short		Short					R. Arm	R. Grip							
			Long		Long					Legs	L. Shoulder							
			Agility		Agility			Move			R. Shoulder							
3	Oddeye						WILD CAT											
4	Champ						CLAYMORE											
5	Gray						CRUSADER											
6	Hepaist						Supply Car	penetrate	210 ÿÿÿ								1850	
									-Large Unit-ÿNo Partsÿ									
								14										

Up

enemy

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break Bo Na voeger
		State	Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
1	Soldier	21					Carrier		50						312	
		14	1450						-Large Unit-ÿNo Partsÿ							
		18	2550													
		13	1250													
		15	1550					6								
2	Soldier	21					Carrier		50						312	
		14	1450						-Large Unit-ÿNo Partsÿ							
		18	2550													
		13	1250													
		15	1550					6								
3	Soldier	21					Carrier		50						312	
		14	1450						-Large Unit-ÿNo Partsÿ							
		18	2550													

No.	PILOT						MACHINE			WEAPON				
	Name	Level	State	Exp.	Fight	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
			Fight		Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility			Move		R. Shoulder				
		13		1250										
		15		1550				6						
4	Soldier	21					Carrier		50					312
		14		1450					-Large Unit- ÿNo Partsÿ					
		18		2550										
		13		1250										
		15		1550				6						
5	Attacker	21					GLOSTER	penetrate	120					1475
		14		1450					70 GLOSTER MG Penetration -				1-1	
		18		2550					70 GLOSTER MG Penetration -				1-1	
		13		1250					100					
		15		1550				12						
6	Attacker	21					GLOSTER	penetrate	120					1475
		14		1450					70 GLOSTER MG Penetration -				1-1	
		18		2550					70 GLOSTER MG Penetration -				1-1	
		13		1250					100					
		15		1550				12						
7	Attacker	21					Armored Car		50					312
		14		1450					-Large Unit- ÿNo Partsÿ	FV-24	Through -		1-1	
		18		2550										
		13		1250										
		15		1550				6						
8	Attacker	21					Armored Car		50					312
		14		1450					-Large Unit- ÿNo Partsÿ	FV-24	Through -		1-1	
		18		2550										
		13		1250										
		15		1550				6						
9	Missileer	20					SAM Launcher ÿ		100					312
		13		1050					-Large Unit- ÿNo Partsÿ					
		13		1050										

No.	PILOT						MACHINE			WEAPON				
	Name	Level		Exp.		Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinager
		State	Fight		Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility			Move		R. Shoulder				
		18		2500						MAGIC BOX hot		2	4-6	
		15		1650				12		MAGIC BOX hot		2	4-6	
10	Missileer	20					SAM Launcher		100					312
		13		1050					-Large Unit- ÿNo Partsÿ					
		13		1050										
		18		2500						MAGIC BOX hot		2	4-6	
		15		1650				12		MAGIC BOX hot		2	4-6	
11	Attacker	22					GLOSTER	penetrate	120					1475
		14		1450					70	GLOSTER MG Penetration -			1-1	
		18		2550					70	GLOSTER MG Penetration -			1-1	
		16		2000					100					
		15		1550				12						
12	Missileer	20					TYPE 65	penetrate	132					905
		13		1050					78	ARM PUNCH Impact -			1-1	
		13		1050					78	ARM PUNCH Impact -			1-1	
		18		2500					108	DONKEY	hot	2	3-6	
		15		1650				20		EGRET	hot	3	3-6	
13	Missileer	20					TYPE 65	penetrate	132					905
		13		1050					78	ARM PUNCH Impact -			1-1	
		13		1050					78	ARM PUNCH Impact -			1-1	
		18		2500					108	DONKEY	hot	2	3-6	
		15		1650				20		EGRET	hot	3	3-6	
14	Attacker	22					GLOSTER	penetrate	120					1475
		14		1450					70	GLOSTER MG Penetration -			1-1	
		18		2550					70	GLOSTER MG Penetration -			1-1	
		16		2000					100					
		15		1550				12						
15	Attacker	22					GLOSTER	penetrate	120					1475
		14		1450					70	GLOSTER MG Penetration -			1-1	
		18		2550					70	GLOSTER MG Penetration -			1-1	

No.	PILOT						MACHINE			WEAPON				
	Name	Level		Exp.		Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight		Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility			Move		R. Shoulder				
				16	2000			100						
				15	1550			12						
16	Attacker			22			GLOSTER	penetrate	120					1475
				14	1450				70	GLOSTER MG Penetration -			1-1	
				18	2550				70	GLOSTER MG Penetration -			1-1	
				16	2000				100					
				15	1550			12						
17	Attacker			22			GLOSTER	penetrate	120					1475
				14	1450				70	GLOSTER MG Penetration -			1-1	
				18	2550				70	GLOSTER MG Penetration -			1-1	
				16	2000				100					
				15	1550			12						
18	Attacker			22			GLOSTER	penetrate	120					1475
				14	1450				70	GLOSTER MG Penetration -			1-1	
				18	2550				70	GLOSTER MG Penetration -			1-1	
				16	2000				100					
				15	1550			12						
19 . 40	Container			1			Container		1					250
				9	0				-Large Unit-					
				9	0				ÿNo Partsÿ					
				9	0									
				9	0			0						

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Mission31

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PILOT •
PILOT

SKILL •
Skill

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Shoulder

PARTS •
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Back Pack •
Large mobile weapons

ITEM
• Item

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• IntermissionÿMercenary BarracksÿHQ • Mission31ÿ
MapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: After talking to either Rain or Gray, you can move there.		
	Mercenary Barracks	TEAM MEMBERS Storm (ÿ) / Rain / Champ / Odd Eye / Gray	
		OTHERS	Hephaestus / Yuji / Matt / Gabriel / Thresh
	Hangar		
	Arena	Opponent	Fork / Fork / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Snow Bird / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Blue Eye / Brian / Smorker / Snow Bird
		Stakes	300 / 500 / 800 / 1000 / 2000

(*) Added when talking to Rain or Gray, or talking to Hephaestus twice

Mercenary

Barracks : Talk to either Rain or Gray

headquarters

• Conversation Event

ÿ Mission 31 Against the Vampire Squad

Mission31

Mission 31: Anti-Vampire Squad	Victory Condition: Defeat all enemies	
	Defeat Condition: Shoot down the Storm plane	
	Operation Reward H$10,000	
	Select the unit to be deployed. Storm	

• Mission04-05

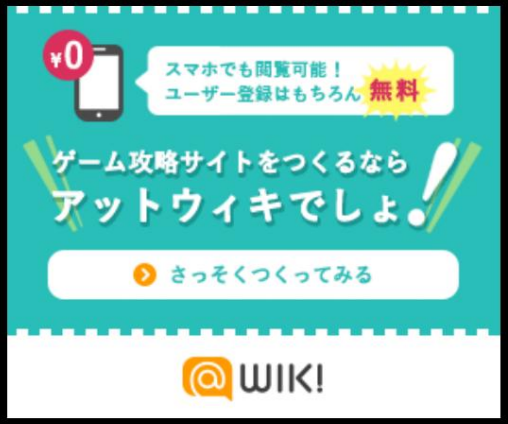
ÿ 04A ÿ 04B ÿ 05A ÿ 05B • Mission06 • Mission07 • Mission08 • Mission09 • Mission10-11

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	(From the second playthrough onwards) Selectable sortie:

Rain / Champ / Odd Eye / Gray • Enemy units shot down by Dark Knights will not earn you an enemy destruction bonus • Repair costs will not be charged even if Dark Knights are shot down



map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Desert "Evening"	3ÿ	4		2		2	3

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Epilog

Others •
List of parts available
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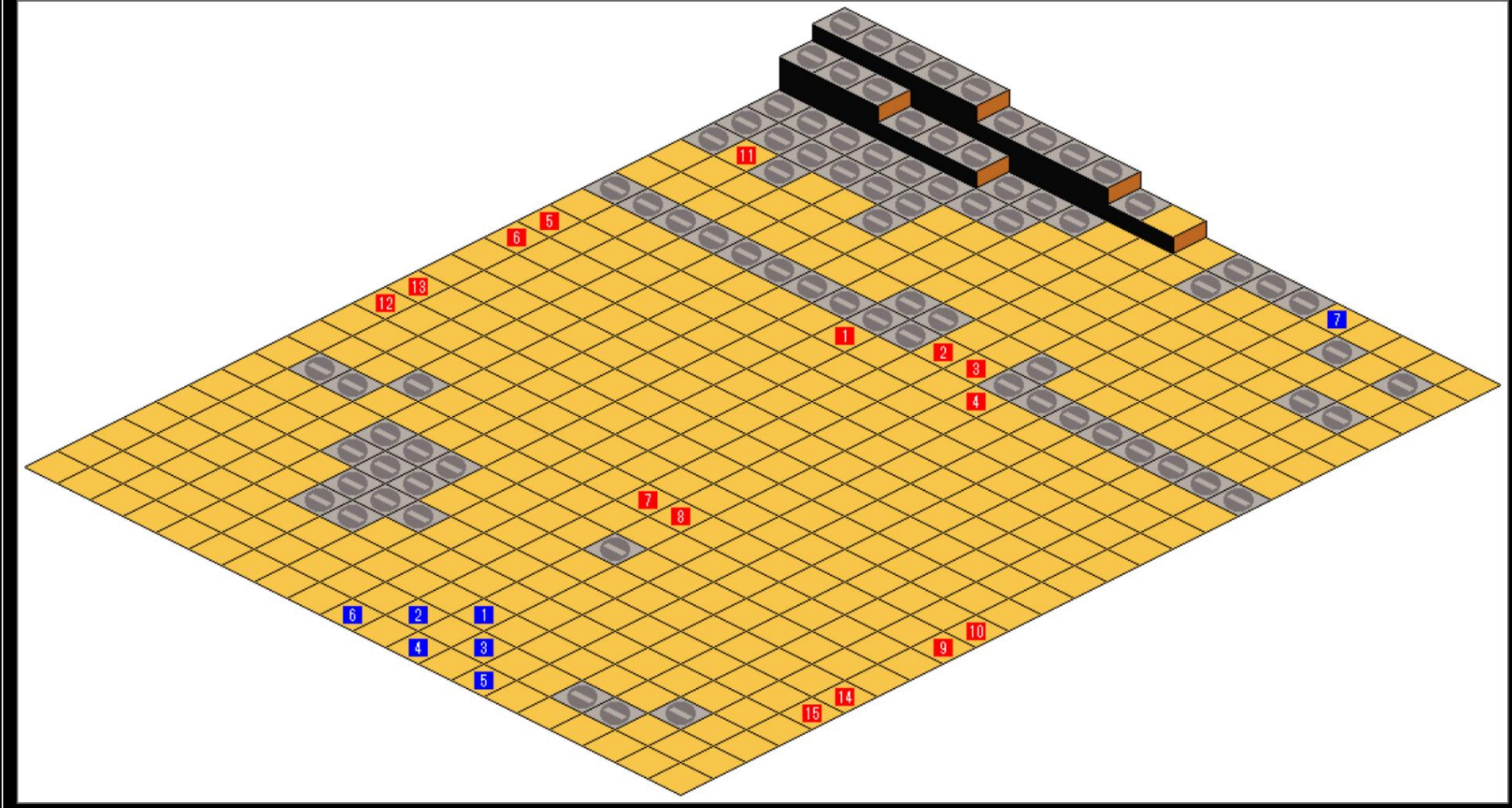
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When you fight any enemy unit (enemy 1-4), 5 enemy reinforcements (enemy 11-15) and 1 friendly reinforcement (friendly 7) will appear .

Up

Parts available

• none

Up

- Arena/Opponent M-43
- ÿ51

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Ally

No.	PILOT						MACHINE				WEAPON							
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			ITEM		build reason fee use
		State	Fight	Exp.	Fight					Noise	L. Grip							
			Short		Short					R. Arm	R. Grip							
			Long		Long					Legs	L. Shoulder							
			Agility		Agility			Move			R. Shoulder							
1	Storm						WOLF HEAD											
2	Rain						BLUE IRIS											
3	Champ						CLAYMORE											
4	Oddeye						WILD CAT											
5	Gray						CRUSADER											
6	Hepaist						Supply Car	penetrate	210 ÿÿÿ								1850	
									-Large Unit- ÿNo Partsÿ									
								14										
7	DarkKnight ÿNPCÿ	28					X-03	hot	145 ÿÿÿ									
		18	2500			Speed Lv2			90 Artassaut G through-					1-1				
		22	3500						90 KAGIROI Shock -					1-1				
		22	3500						120 SX-30									
		16	2000					19			CERES	hot	2	6-8				

Up

enemy

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break	
		State	Fight	Exp.	Fight					Noise	L. Grip				Bo	
			Short		Short					R. Arm	R. Grip				Na	
			Long		Long					Legs	L. Shoulder				vinegar	
			Agility		Agility			Move			R. Shoulder					
1	Salamander	21					PRISOMEA	hot	132 ÿÿÿ							930
		14	1450						78 HOT DOG-					1-1		
		18	2550						78 ARM PUNCH Impact -					1-1		
		13	1250						108 WS-14							
		15	1550					21			WS-14					
2	Amy	21					PRISOMEA	hot	132 ÿÿÿ							930
		14	1450						78 HOT DOG-					1-1		
		18	2550						78 ARM PUNCH Impact -					1-1		
		13	1250						108 WS-14							
		15	1550					21			WS-14					
3	Ukobach	21					PRISOMEA	hot	132 ÿÿÿ							930
		14	1450						78 HOT DOG-					1-1		
		18	2550						78 ARM PUNCH Impact -					1-1		
		13	1250						108 WS-14							
		15	1550					21			WS-14					
4	Satan	21					PRISOMEA	hot	132 ÿÿÿ							930
		14	1450						78 HOT DOG-					1-1		
		18	2550						78 ARM PUNCH Impact -					1-1		
		13	1250						108 WS-14							
		15	1550					21			WS-14					
5	Missileer	20					TYPE 65	hot	132 ÿÿÿ							905
		13	1050						78 ARM PUNCH Impact -					1-1		
		13	1050						78 ARM PUNCH Impact -					1-1		
		18	2500						108 DONKEY		hot	2		3-6		
		15	1650					20			EGRET	hot	3		3-6	
6	Missileer	20					TYPE 65	hot	132 ÿÿÿ							905
		13	1050						78 ARM PUNCH Impact -					1-1		
		13	1050						78 ARM PUNCH Impact -					1-1		
		18	2500						108 DONKEY HOT			2		3-6		
		15	1650					20			EGRET	hot	3		3-6	

No.	PILOT					MACHINE				WEAPON				
	Name	Level			Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break Bo . Na viwgar
		State	Fight	Exp.	Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility		Move			R. Shoulder				
7	Missileer	20				TYPE 65	hot	132 ÿÿÿ						905
		13	1050					78	ARM PUNCH Impact -				1-1	
		13	1050					78	ARM PUNCH Impact -				1-1	
		18	2500					108	DONKEY HOT			2	3-6	
		15	1650				20			EGRET	hot	3	3-6	
8	Missileer	20				TYPE 65	hot	132 ÿÿÿ						905
		13	1050					78	ARM PUNCH Impact -				1-1	
		13	1050					78	ARM PUNCH Impact -				1-1	
		18	2500					108	DONKEY HOT			2	3-6	
		15	1650				20			EGRET	hot	3	3-6	
9	Missileer	20				TYPE 65	hot	132 ÿÿÿ						905
		13	1050					78	ARM PUNCH Impact -				1-1	
		13	1050					78	ARM PUNCH Impact -				1-1	
		18	2500					108	DONKEY		hot	2	3-6	
		15	1650				20			EGRET	hot	3	3-6	
10	Missileer	20				TYPE 65	hot	132 ÿÿÿ						905
		13	1050					78	ARM PUNCH Impact -				1-1	
		13	1050					78	ARM PUNCH Impact -				1-1	
		18	2500					108	DONKEY HOT			2	3-6	
		15	1650				20			EGRET	hot	3	3-6	
11	Iflit	24			Switch Lv2	X-21	hot	110 ÿÿÿ						1250
		13	1050					60	HOT DOG-				1-1	
		20	3000					60	HOT DOG-				1-1	
		20	3000					75	ÿÿÿ					
		15	1650				20			DONKEY	hot	2	3-6	
12	Attacker	21				TYPE 90	hot	168 ÿÿÿ						900
		14	1450					120	FV-24		Through		1-1	
		18	2550					120	ARM PUNCH Impact -				1-1	
		13	1250					114	ÿÿÿ					
		15	1550				18							

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break Bo . Na vinegar
		State	Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
13	Missileer	20					TYPE 65	hot	132 ÿÿÿ							905
		13	1050						78	ARM PUNCH Impact -				1-1		
		13	1050						78	ARM PUNCH Impact -				1-1		
		18	2500						108	DONKEY HOT			2	3-6		
		15	1650					20			EGRET	hot	3	3-6		
14	Missileer	20					TYPE 65	hot	132 ÿÿÿ							905
		13	1050						78	ARM PUNCH Impact -				1-1		
		13	1050						78	ARM PUNCH Impact -				1-1		
		18	2500						108	DONKEY HOT			2	3-6		
		15	1650					20			EGRET	hot	3	3-6		
15	Missileer	20					TYPE 65	hot	132 ÿÿÿ							905
		13	1050						78	ARM PUNCH Impact -				1-1		
		13	1050						78	ARM PUNCH Impact -				1-1		
		18	2500						108	DONKEY		hot	2	3-6		
		15	1650					20			EGRET	hot	3	3-6		

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PILOT •
PILOT

SKILL •
Skill

WEAPON •
Grip •
Shoulder

PARTS •
Computer •
Body •
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ITEM
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Mission27	Mission28	Mission29	Mission30	Mission31	Mission32	Mission33	Mission34	Mission35	Mission36	Mission37	Mission38	Mission39		
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• Intermission | Headquarters •

Mission 32 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Hephaestus / Yuji / Matt / Gabriel / Thresh
	Hangar		
	Arena	Opponent	Fork / Fork / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Snow Bird / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Blue Eye / Brian / Smorker / Snow Bird
		Stakes	300 / 500 / 800 / 1000 / 2000

headquarters

• Conversation Event

ÿ Mission 32: Testing the Anti-Vampire Unit Prototype Weapon

Mission32

Mission 32: Anti-Vampire Unit Prototype Weapon Test	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$3000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

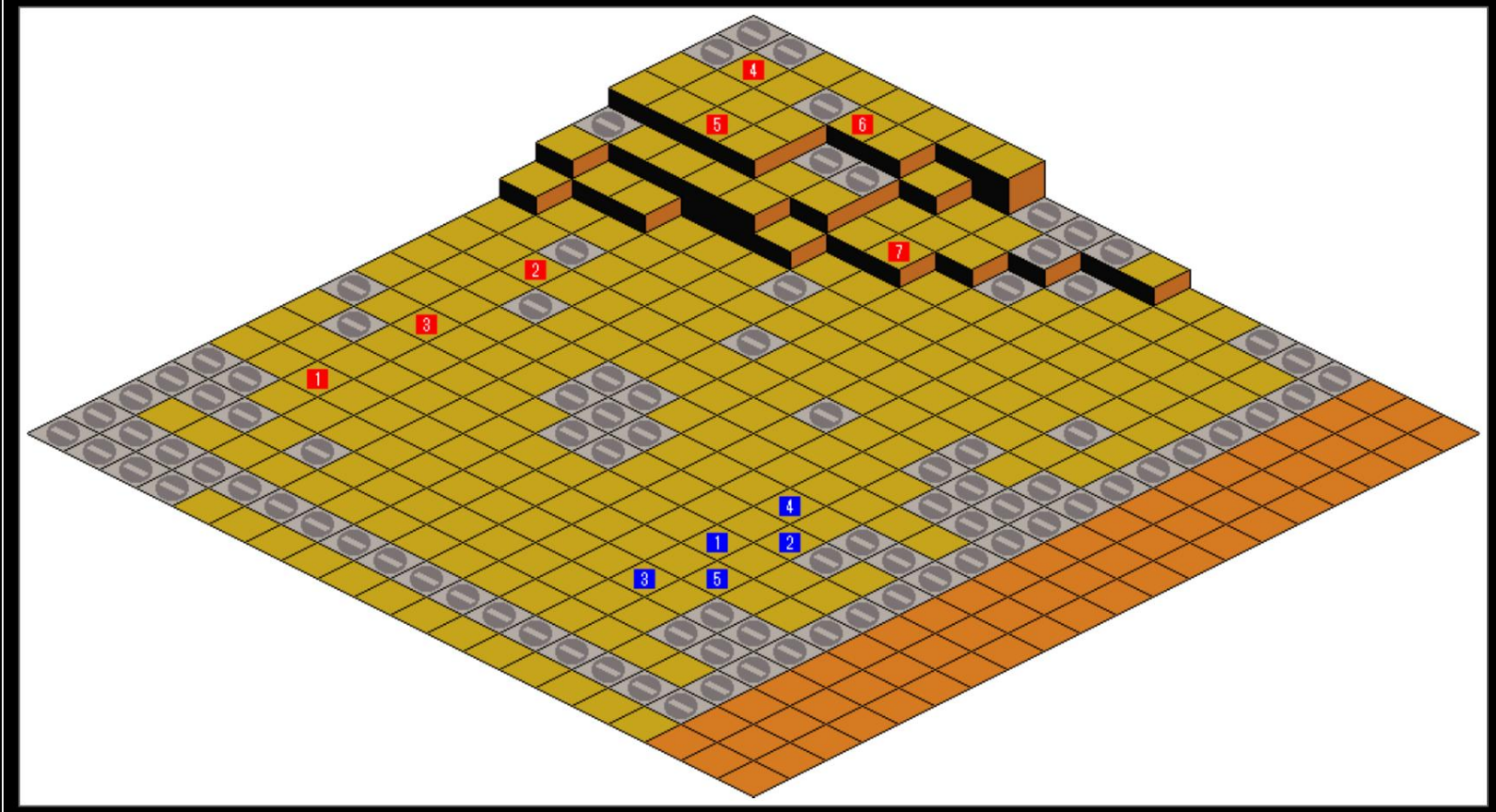
• The dialogue after clearing the mission will change depending on whether or not all enemies, including reinforcements, are destroyed within 6 turns.

map

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terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Not allowed to enter	0ÿ ÿ				
	Grassland (Road) "Evening"	8ÿ	3	2	3	2

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Grassland "Evening"	8ÿ	3	2	3	2



When all enemy units (enemies 1-3) are destroyed, 4 enemy reinforcements (enemies 4-7) will appear.

ÿ Defeat all enemies, including reinforcements, within 6 turns to obtain parts.

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Parts available

where to get	First Lap	2nd lap	After the 3rd lap	remarks
Clear Reward:	Large Mobile Weapon SEAKING Large	Mobile Weapon AKING+1 Large	Mobile Weapon GAVEL+1 Shoot down all	enemies within 6 turns, including reinforcements

Up

Ally

No.	PILOT							MACHINE				WEAPON					ITEM	build reason fee use
	Name	Level	State	Fight	Exp.	Fight	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					
				Short		Short					Noise	L. Grip						
				Long		Long					R. Arm	R. Grip						
				Agility		Agility			Move		Legs	L. Shoulder						
												R. Shoulder						
1	Storm							WOLF HEAD										
2	Rain							BLUE IRIS										
3	Champ							CLAYMORE										
4	Oddeye							WILD CAT										
5	Gray							CRUSADER										

Up

enemy

No.	PILOT							MACHINE				WEAPON				enemy Attack break Bo Na vinager
	Name	Level	State	Fight	Exp.	Fight	Skill	Name Attribute HP			Body	Body	Attribute Bullet Range			
				Short		Short					Noise	L. Grip				
				Long		Long					R. Arm	R. Grip				
											Legs	L. Shoulder				

- Arena/Opponent M-43
- ÿ51

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		Agility		Agility			Move			R. Shoulder				
1 Remote		21				PRISOMEA	penetrate	132 ÿÿÿ						935
		14	1450					84 TYPE65 CN through / hot-					1-1	
		18	2550					84 TYPE65 CN through / hot-					1-1	
		13	1250					108 ÿÿÿ						
		15	1550				22							
2 Remote		21				PRISOMEA	penetrate	132 ÿÿÿ						935
		14	1450					84 TYPE65 CN through / hot-					1-1	
		18	2550					84 TYPE65 CN through / hot-					1-1	
		13	1250					108 ÿÿÿ						
		15	1550				22							
3 Remote		21				PRISOMEA	hot	132 ÿÿÿ						935
		14	1450					84 TYPE65 CN through / hot-					1-1	
		18	2550					84 TYPE65 CN through / hot-					1-1	
		13	1250					108 ÿÿÿ						
		15	1550				22							
4 Remote		21				SEAKING	penetrate	580 ÿÿÿ						1125
		14	1450					-Large Unit- ÿNo Partsÿ		BLACK STAR Penetration -			1-1	
		18	2550											
		13	1250											
		15	1550				16							
5 Remote		21				SEAKING	penetrate	580 ÿÿÿ						1125
		14	1450					-Large Unit- ÿNo Partsÿ		BLACK STAR Penetration -			1-1	
		18	2550											
		13	1250											
		15	1550				16							
6 Remote		20				ARPEGGIO	hot	144 ÿÿÿ						900
		13	1050					96 ARM PUNCH Impact -					1-1	
		13	1050					96 ARM PUNCH Impact -					1-1	
		18	2500					120 SKULL	hot	3			3-6	
		15	1650				18							
7 Remote		20				ARPEGGIO HOT		144 ÿÿÿ						900
		13	1050					96 ARM PUNCH Impact -					1-1	
		13	1050					96 ARM PUNCH Impact -					1-1	
		18	2500					120 SKULL	hot	3			3-6	

		15	1650			18							

Up

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Mission33

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PILOT

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Large mobile weapons

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intermission

Movable facilities	headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Hephaestus / Yuji / Thomas (ÿ) / Matt / Thresh
	Hangar		
	Arena	Opponent	Fork / Fork / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Snow Bird / Fork / Fox / Orden / Bringer / Joe the Apach / Volcano / Blue Eye / Brian / Smorker / Snow Bird
		Stakes	300 / 500 / 800 / 1000 / 2000

(*) Leave the room after talking to Thomas

headquarters

• Conversation

event ÿ Mission 33 Airborne Base

Assault ÿ Mission 34

Fortress ÿ Continuous missions

Mission33

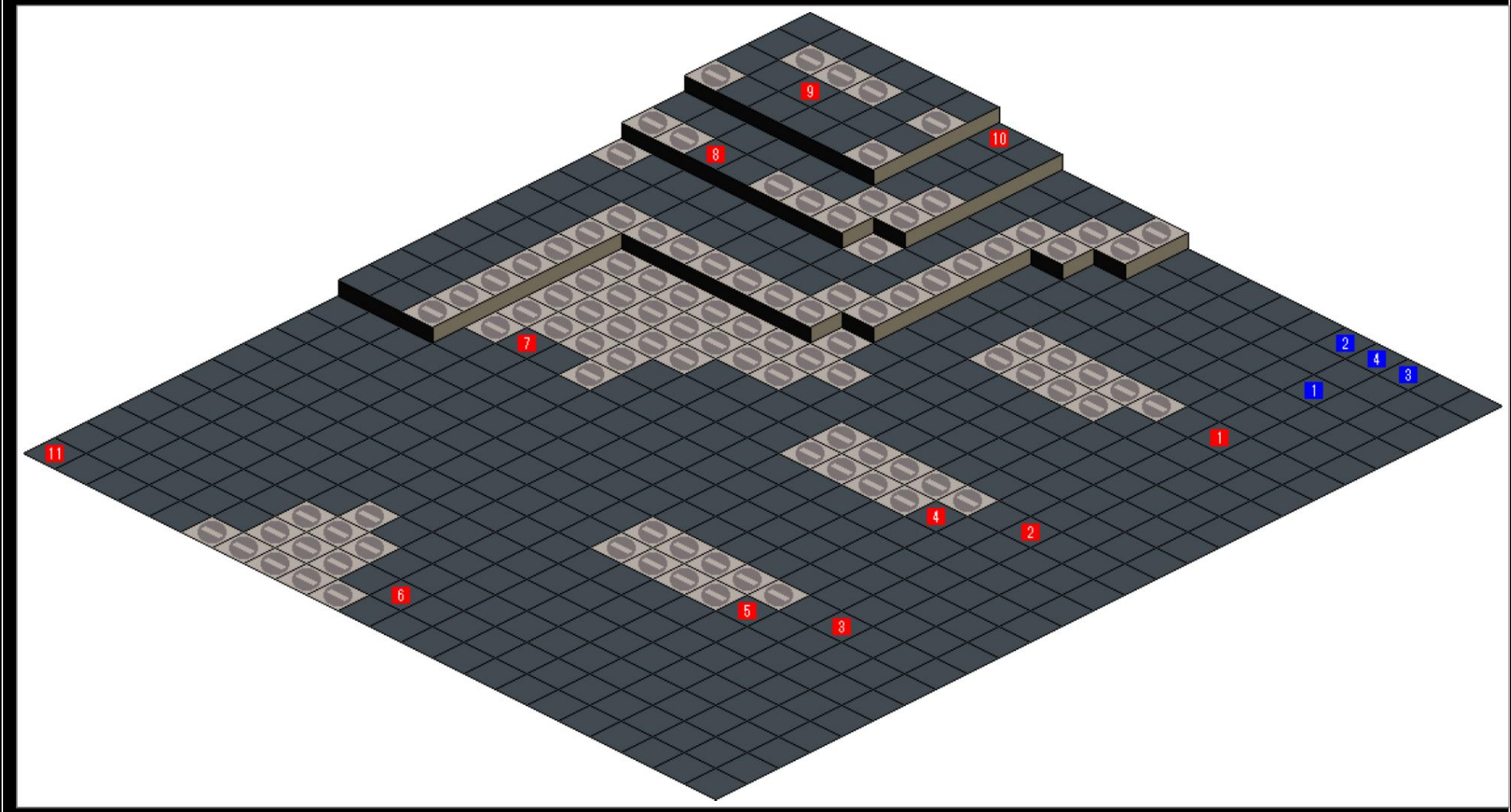
Mission 33: Airborne Base Assault	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down Rain's plane		
	Operation Reward H$3000		
	Select the unit to be deployed (from the second round onwards)	Rain will definitely go	
		Selected sortie Champ / Gray	

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map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Airborne Base, Forward Base "Night"	20ÿ	3		2		3	2



• When you shoot down any one of the enemy units (enemy 1-10), one enemy reinforcement (enemy 11) will appear. ÿ Dragoon units will retreat when their total HP falls below about 50%.

ÿ Dragoons: 226 and under

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Parts available

• none

Up

Ally

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP		Body	WEAPON Body	Attribute Bullet Range			ITEM	build reason fee use
			Short		Short					Noise	L. Grip					
			Long		Long					R. Arm	R. Grip					
			Agility		Agility			Move		Legs	L. Shoulder					
											R. Shoulder					
1	Rain						BLUE IRIS									
2	Champ						CLAYMORE									
3	Gray						CRUSADER									
4	Hepaist						Supply Car	penetrate	210 ÿÿÿ							1850
									-Large Unit- ÿNo Partsÿ							
								14								

Up

enemy

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill	MACHINE Name Attribute HP		Body	WEAPON Body	Attribute Bullet Range			enemy Attack break
			Short		Short				Noise	L. Grip				Bo
									R. Arm	R. Grip				Na

- Arena/Opponent M-43 ÿ51

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			Long Agility		Long Agility					Move		Legs	L. Shoulder R. Shoulder						
1 Attacker		21					Armored Car	hot		50								312
		14	1450						-Large Unit- ÿNo Partsÿ				RAPTOR FX through-			1-1		
		18	2550															
		13	1250															
		15	1550					6										
2 Attacker		21					Armored Car	hot		50								312
		14	1450						-Large Unit- ÿNo Partsÿ				RAPTOR FX through-			1-1		
		18	2550															
		13	1250															
		15	1550					6										
3 Attacker		21					Armored Car	hot		50								312
		14	1450						-Large Unit- ÿNo Partsÿ				RAPTOR FX	Through -		1-1		
		18	2550															
		13	1250															
		15	1550					6										
4 Attacker		21					PRISOMEA	hot		132								930
		14	1450							78			ARM PUNCH Impact -			1-1		
		18	2550							78			FV-24	Through -		1-1		
		13	1250							108								
		15	1550					22										
5 Attacker		21					PRISOMEA	hot		132								930
		14	1450							78			ARM PUNCH Impact -			1-1		
		18	2550							78			FV-24	Through -		1-1		
		13	1250							108								
		15	1550					22										
6 Attacker		21					PRISOMEA	hot		132								930
		14	1450							78			ARM PUNCH Impact -			1-1		
		18	2550							78			FV-24	Through -		1-1		
		13	1250							108								
		15	1550					22										
7 Attacker		21					PRISOMEA hot			132								930
		14	1450							78			ARM PUNCH Impact -			1-1		
		18	2550							78			FV-24	Through -		1-1		

		13	1250	-			108	-							
		15	1550			22		-							
8 Attacker		21		- - - - -	PRISOMEA	hot	132	-							930
		14	1450				78	ARM PUNCH Impact -					1-1		
		18	2550				78	FV-24	Through -				1-1		
		13	1250				108	-							
		15	1550			22		-							
9 Attacker		21		- - - - -	PRISOMEA	hot	132	-							930
		14	1450				78	ARM PUNCH Impact -					1-1		
		18	2550				78	FV-24	Through -				1-1		
		13	1250				108	-							
		15	1550			22		-							
10 Attacker		21		- - - - -	PRISOMEA	hot	132	-							930
		14	1450				78	ARM PUNCH Impact -					1-1		
		18	2550				78	FV-24	Through -				1-1		
		13	1250				108	-							
		15	1550			22		-							
11 Dragoon		25		Stun Lv2 First Lv2 - - -	X-24	hot	145	-							1875
		24	4000				90	F-X IPRL	Through / Hot-				1-1		
		16	2000				90	ARM PUNCH+ 2 Impact-					1-1		
		13	1200				120	SX-30+1							
		16	2000			20		SX-30+1							

Up

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Mission34

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Mission34

Mission34 Fortress	Victory Condition: Destroy all containers		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$3000		
	Select the unit to be deployed (From the second lap onwards)	Storm	
		Selective sortie Odd Eye	

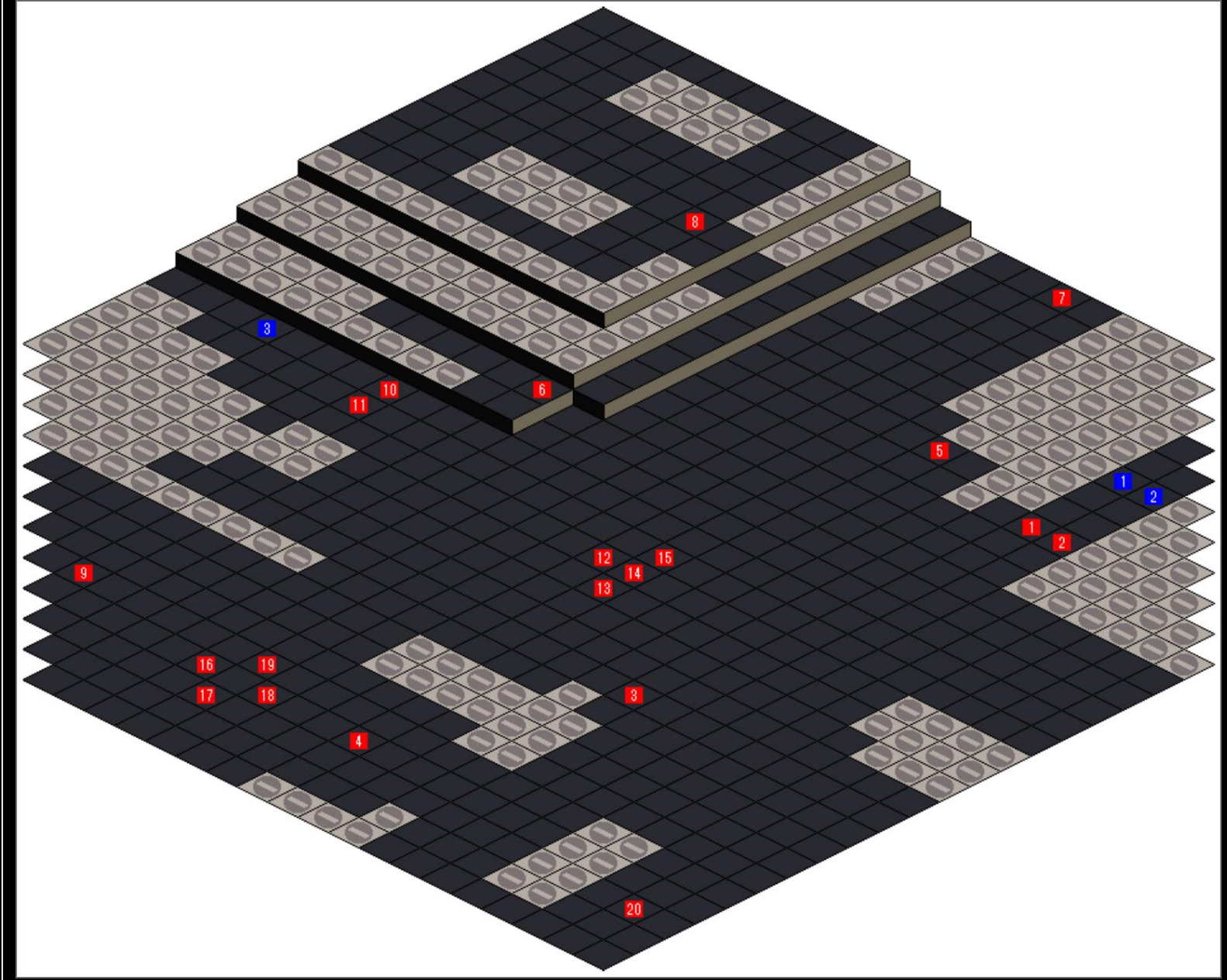
• If all containers are destroyed, the mission is cleared even if enemy units remain.
• Enemy destruction bonuses cannot be earned for enemy units shot down or containers destroyed by Dark Knight aircraft.
• If your Dark Knight plane is shot down, you won't be charged for repairs.

map

terrain	name	Terrain effect fruit	Normal Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ					

terrain	name	Terrain effect fruit	Normal	Hover	Tank	Tire		
	Fortress "Night"	20ÿ	3		2	3		2

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• When you shoot down any enemy unit (enemy 1-8) or destroy any container (enemy 10-20), one friendly reinforcement (friendly 3) will appear. • After that, when you shoot down any enemy unit or destroy any container, one enemy reinforcement (enemy 9) will appear.

ÿ The Demon Mech can act twice ÿ

The Demon Mech will retreat when its total HP falls below about

50% ÿ Demon Mech: 234 or less

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Parts available

• none

Up

Ally

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP		Body	WEAPON Body	Attribute Bullet Range			ITEM	build reason fee use
			Short		Short					Noise	L. Grip					
			Long		Long					R. Arm	R. Grip					
			Agility		Agility			Move		Legs L. Shoulder	R. Shoulder					
1	Storm						WOLF HEAD									
2	Oddeye						WILD CAT									
3	DarkKnightÿÿÿ ÿNPCÿ	28					X-03	hot		145 ÿÿÿ						
		18		2500		Speed Lv2				90 PAP-66+ 2 through-				1-1		
		22		3500						90 KAGIROI + 2Shock-				1-1		
		22		3500						120 SX-30+1						
		16		2000				19			SLAY	hot	3	3-6		

(*) Dark Knight's pilot status will change depending on the battle in Mission 31.

Up

enemy

No.	PILOT Name	Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP		Body	WEAPON Body	Attribute Bullet Range			enemy Attack break
			Short		Short					Noise	L. Grip				Bo
			Long		Long					R. Arm	R. Grip				Na
										Legs	L. Shoulder				vinegar

- Arena/Opponent M-43
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		Agility	Agility		Move		R. Shoulder				
1 Attacker		21				50	-				
		14	1450				RAPTOR FX through-			1-1	
		18	2550		Armored Car	hot	-Large Unit- ÿNo Partsÿ				312
		13	1250				-				
		15	1550			6	-				
2 Attacker		21				50	-				
		14	1450				RAPTOR FX through-			1-1	
		18	2550		Armored Car	hot	-Large Unit- ÿNo Partsÿ				312
		13	1250				-				
		15	1550			6	-				
3 Attacker		21				162	-				
		14	1450				102 ARM PUNCH Impact -			1-1	
		18	2550		ZINC	penetrate	102 HOT DOG	hot -		1-1	940
		13	1250				144	-			
		15	1550			16	-				
4 Attacker		21				162	-				
		14	1450				102 ARM PUNCH Impact -			1-1	
		18	2550		ZINC	penetrate	102 HOT DOG	hot -		1-1	940
		13	1250				144	-			
		15	1550			16	-				
5 Attacker		21				162	-				
		14	1450				102 ARM PUNCH Impact -			1-1	
		18	2550		ZINC	penetrate	102 HOT DOG	hot -		1-1	940
		13	1250				144	-			
		15	1550			16	-				
6 Attacker		21				162	-				
		14	1450				102 ARM PUNCH Impact -			1-1	
		18	2550		ZINC	penetrate	102 HOT DOG	hot -		1-1	940
		13	1250				144	-			
		15	1550			16	-				
7 Attacker		21				162	-				
		14	1450				102 ARM PUNCH Impact -			1-1	
		18	2550		ZINC	hot	102 HOT DOG	hot -		1-1	940
		13	1250				144	-			

		15	1550				16			-									
8	Missileer	21		- - - - -		SAM Launcher	hot	100		-									625
		14	1450					-Large Unit- ÿNo Partsÿ		-									
		13	1250							-									
		18	2550							SLAY	hot	3	3-6						
		15	1550				12			SLAY	hot	3	3-6						
9	Demon	30		Switch Lv2 Speed Lv2 - - -		X-19	penetrate	160		-									2125
		16	2000					90 SNOW MAN+ 2 hot-					1-1						
		24	4000					90 SNOW MAN+ 2 hot-					1-1						
		24	4000					120 W-GOOSE		hot	3	3-4							
		20	3000				19			SX-30+1									
10 20	Container	1		- - - - -		Container		1		-									250
		9	0					-Large Unit- ÿNo Partsÿ		-									
		9	0							-									
		9	0							-									
		9	0				0			-									

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Mission35

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Basic knowledge • System • Basic operation • Commands • Base facilities • Arena • Clear rewards • Bugs

PILOT •
PILOT

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Skill

WEAPON •
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Shoulder

PARTS •
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Body •
Arm L •
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Legs •
Back Pack •
Large mobile weapons

ITEM
• Item

MISSION •
Mission01 •
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• Intermission | Command Center | Hangar •
Mission 35 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	headquarters		
	Mercenary Barracks	TEAM MEMBERS Rain / Champ / Odd Eye (ÿ1) / Gray (ÿ2)	
		OTHERS	Hephaestus (ÿ2) / Yuji / Sam / Dean
	Hangar Weapons/Parts/Add Items		
	Arena	Opponent	Blue Eye / Brian / Rocky / Rocky
		Stakes	500 / 800 / 1000 / 2000 / 5000

(ÿ1) Talk to Champ or Odd Eye to leave the room, then talk to Gray or Hephaestus to add them. (ÿ2) Talk to Champ or Odd Eye to add them.

headquarters

• Conversation

Event ÿ Mission 35: Bridge to Hell

Hangar

ÿShopÿ

Mission35

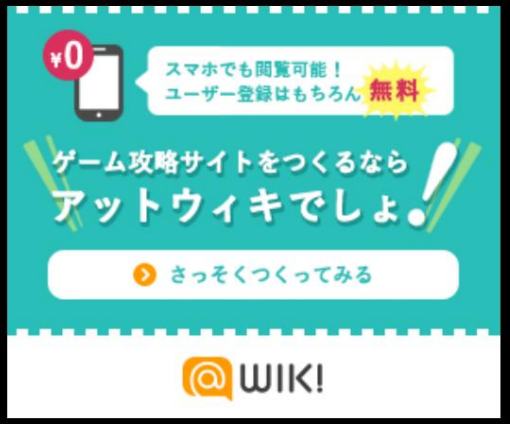
Mission 35: The Bridge of Hell	Victory Condition: Defeat all enemies	
	Defeat Condition: Shoot down the Storm plane	
	Operation Reward H$10,000	
	Select the unit to be deployed. Storm	

• Mission04-05
ÿ 04A ÿ 04B
ÿ 05A ÿ 05B
• Mission06
• Mission07
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• Mission09
• Mission10-11
ÿ 10A ÿ 10B
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• Mission48
• Mission49
• Mission50

	(From the second round onwards) Selected sortie: Rain / Champ / Odd Eye / Gray

• Enemy destruction bonuses can be earned for enemy units shot down by Roy's plane.

• If Roy's plane is shot down, you will be charged for repairs.



map

terrain	name	Terrain effect fruit	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						
	Grassland "Daytime"	8ÿ	3		2		3	2

terrain	name	Terrain effect fruit	Normal	Hover	Tank	Tire		
	Waterside "Daytime"	0ÿ	4		2		5	4
	Bridge "Daytime"	15ÿ	3		2		3	2

• Mission51 •
Epilog

Others •
List of parts available
• Notes
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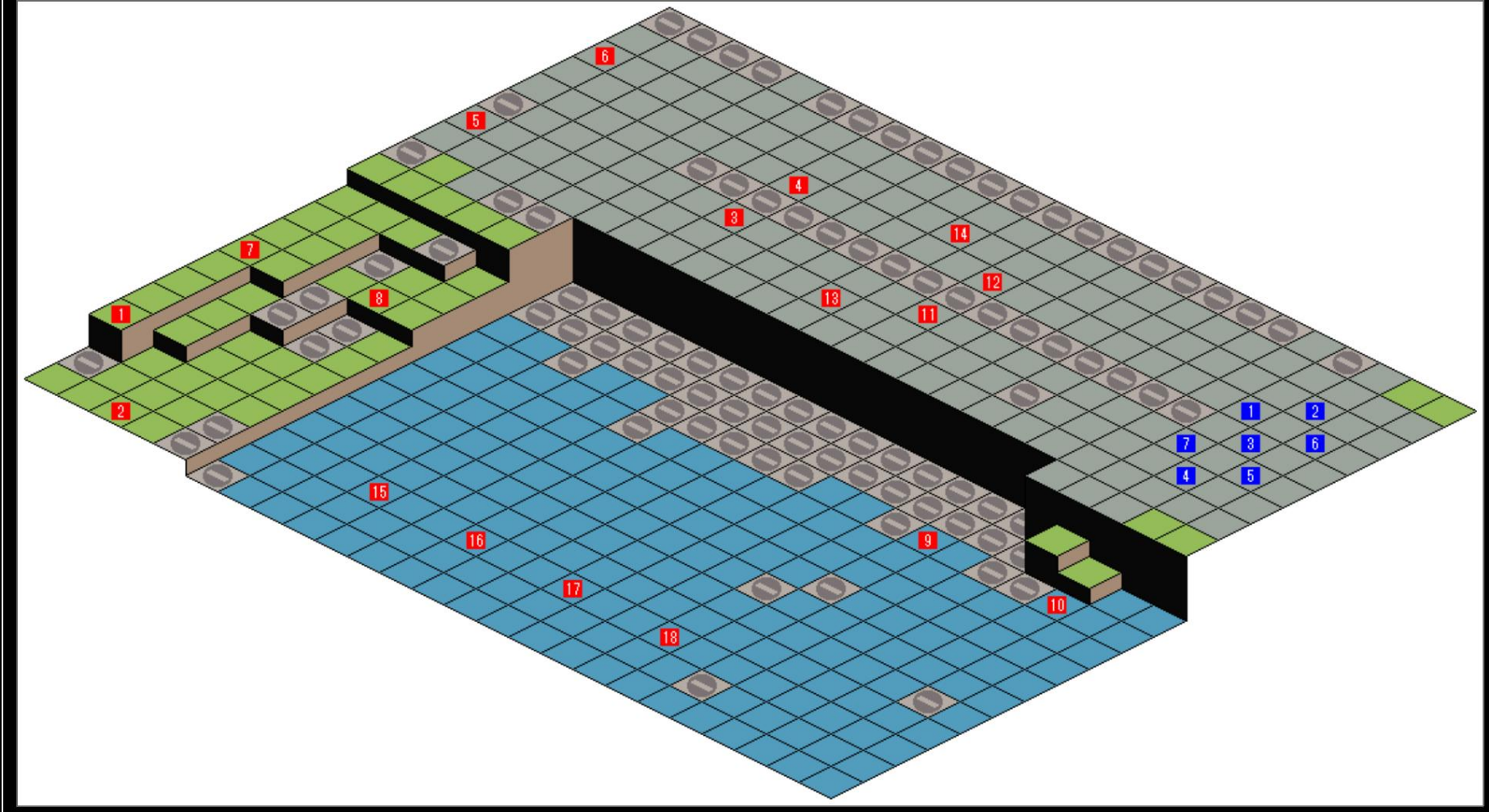
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2016-03-20 •
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ÿ33
• Arena/Opponent M-09
ÿ16
2016-03-18



• When either the Demon or Dragoon unit's total HP falls below 70%, both units will retreat. ÿ Demon unit: 326 or less ÿ Dragoon unit: 315 or less

Up

- Arena/Opponent M-43
ÿ51
2016-03-16
- Epilogue
- Mission51
- Mission50
- Mission49
- Mission48
- Mission47

Parts available

- none

Up

Ally

No.	PILOT						MACHINE				WEAPON				ITEM	build reason fee use
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
1	Storm						WOLF HEAD									
2	Rain						BLUE IRIS									
3	Champ						CLAYMORE									
4	Oddeye						WILD CAT									
5	Gray						CRUSADER									
6	Hepaist					- - - - -	Supply Car	penetrate	210 ÿÿÿ							1850
									-Large Unit- ÿNo Partsÿ							
								14								
7	Royÿÿÿ	28				Speed Lv2 - - - -	X-03	hot	145 ÿÿÿ						Repair M Repair M Repair M Repair M	2500
		18	2500						90 PAP-66+ 2 through-				1-1			
		22	3500						90 KAGIROI + 2Shock-				1-1			
		22	3500						120 SX-30+1							

No.	PILOT						MACHINE				WEAPON				ITEM	build reason fee use
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
		16			2000		19				SLAY	hot	3	3-6		

(*) Roy's pilot status will change depending on the battle in Mission 34.

Up

enemy

No.	PILOT						MACHINE				WEAPON				enemy Attack break
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			Bo Na
		State	Fight	Exp.	Fight					Noise	L. Grip				
			Short		Short					R. Arm	R. Grip				
			Long		Long					Legs	L. Shoulder				
			Agility		Agility			Move			R. Shoulder				
1	Demon	30				Switch Lv2 Speed Lv2 - - -	X-19	hot	160		-				2125
		16			2000				90	SNOW MAN+ 2 hot-				1-1	
		24			4000				90	SNOW MAN+ 2 hot-				1-1	
		24			4000				120	W-GOOSE	hot	3		3-4	
		20			3000			19			SX-30+1	-	-		
2	Dragoon	25				Stun Lv2 First Lv2 - - -	X-24	hot	145		-				1875
		24			4000				90	F-X IPRL	Through / Hot-			1-1	
		16			2000				90	ARM PUNCH+ 2 Impact-				1-1	
		13			1200				120	SX-30+1	-	-			
		16			2000			20			SX-30+1	-	-		
3	Attacker	21				- - - - -	ZINC	penetrate	162		-				940
		14			1450				108	WILDGOAT MG pierce -				1-1	
		18			2550				108	WILDGOAT MG pierce -				1-1	
		13			1250				144		-				
		15			1550			17			-				
4	Attacker	21				- - - - -	ZINC	penetrate	162		-				940
		14			1450				108	WILDGOAT MG pierce -				1-1	
		18			2550				108	WILDGOAT MG pierce -				1-1	
		13			1250				144		-				
		15			1550			17			-				

No.	PILOT					MACHINE			WEAPON				
	Name	Level			Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight	Exp.	Fight			Noise	L. Grip				
			Short		Short			R. Arm	R. Grip				
			Long		Long			Legs	L. Shoulder				
			Agility		Agility		Move		R. Shoulder				
5	Missileer	21				RATMOUNT	168		-				960
		14	1450				102	ARM PUNCH Impact -				1-1	
		13	1250				102	ARM PUNCH Impact -				1-1	
		18	2550				144	SLAY		hot	3	3-6	
		15	1550				14		SKULL	hot	3	3-6	
6	Missileer	21				RATMOUNT	168		-				960
		14	1450				102	ARM PUNCH Impact -				1-1	
		13	1250				102	ARM PUNCH Impact -				1-1	
		18	2550				144	SLAY		hot	3	3-6	
		15	1550				14		SKULL	hot	3	3-6	
7	Missileer	21				RATMOUNT	168		-				960
		14	1450				102	ARM PUNCH Impact -				1-1	
		13	1250				102	ARM PUNCH Impact -				1-1	
		18	2550				144	SLAY		hot	3	3-6	
		15	1550				14		SKULL	hot	3	3-6	
8	Missileer	21				RATMOUNT	168		-				960
		14	1450				102	ARM PUNCH Impact -				1-1	
		13	1250				102	ARM PUNCH Impact -				1-1	
		18	2550				144	SLAY		hot	3	3-6	
		15	1550				14		SKULL	hot	3	3-6	
9	Missileer	21				RATMOUNT	168		-				960
		14	1450				102	ARM PUNCH Impact -				1-1	
		13	1250				102	ARM PUNCH Impact -				1-1	
		18	2550				144	SLAY		hot	3	3-6	
		15	1550				14		SKULL	hot	3	3-6	
10	Missileer	21				RATMOUNT	168		-				960
		14	1450				102	ARM PUNCH Impact -				1-1	
		13	1250				102	ARM PUNCH Impact -				1-1	
		18	2550				144	SLAY		hot	3	3-6	
		15	1550				14		SKULL	hot	3	3-6	

No.	PILOT					MACHINE			WEAPON				
	Name	Level			Skill	Name	Attribute HP		Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight / Short / Long / Agility	Exp.	Fight / Short / Long / Agility			Body / Noise / R. Arm / Legs	L. Grip / R. Grip / L. Shoulder / R. Shoulder				
		21						80					
11	Remote	14	1450			TWIN MAYBE		-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat -		1-4	850
		18	2550										
		13	1250										
		15	1550				Move 0						
		21						80					
12	Remote	14	1450			TWIN MAYBE		-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat -		1-4	850
		18	2550										
		13	1250										
		15	1550				Move 0						
		21						80					
13	Remote	14	1450			TWIN MAYBE		-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat -		1-4	850
		18	2550										
		13	1250										
		15	1550				Move 0						
		21						80					
14	Remote	14	1450			TWIN MAYBE		-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat -		1-4	850
		18	2550										
		13	1250										
		15	1550				Move 0						
		21						150					
15	Helicopter	14	1450			HAH04 CASSOW		-Large Unit- ÿNo Partsÿ	RAPTOR FX through -			1-1	575
		16	2000						SLAY	hot	3	3-6	
		16	2000										
		15	1550				Move 18						
		21						150					
16	Helicopter	14	1450			HAH04 CASSOW		-Large Unit- ÿNo Partsÿ	RAPTOR FX	Through -		1-1	575
		16	2000						SLAY	hot	3	3-6	
		16	2000										
		15	1550				Move 18						

No.	PILOT						MACHINE				WEAPON				enemy Attack break
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			Bo Na
		State	Fight		Fight					Noise	L. Grip				
			Short		Short					R. Arm	R. Grip				
			Long		Long					Legs	L. Shoulder				
			Agility		Agility			Move			R. Shoulder				
17	Helicopter	21					HAH04 CASSOW		150						575
		14		1450					-Large Unit- ýNo Partsÿ						
		16		2000							RAPTOR FX	Through	-	1-1	
		16		2000							SLAY	hot	3	3-6	
		15		1550				18							
18	Helicopter	21					HAH04 CASSOW		150						575
		14		1450					-Large Unit- ýNo Partsÿ						
		16		2000							RAPTOR FX through			1-1	
		16		2000							SLAY	hot	3	3-6	
		15		1550				18							

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• IntermissionÿMercenary BarracksÿHeadquarters •
Mission36ÿMapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: After talking to either Odd Eye or Roy, you can move.		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Hephaestus / Roy (ÿ) / Yuji / Sam / Dean
	Hangar		
	Arena	Opponent	Blue Eye / Brian / Rocky / Rocky
		Stakes	500 / 800 / 1000 / 2000 / 5000

(*) Leave the room if you talk to either Odd Eye or Roy.

Mercenary Barracks

• Talk to either Odd Eye or Roy

headquarters

• Conversation

Event ÿ Mission 36 Vampire

Mission36

Mission 36 Vampire	Victory Condition:	Defeat the Numbers
	Defeat Condition:	Shoot down Storm's plane or Rain's plane
	Operation Reward	H$3000
	Select the unit to be deployed	Storm / Rain

• Mission04-05

ÿ 04A ÿ 04B

ÿ 05A ÿ 05B

• Mission06
• Mission07
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• Mission09
• Mission10-11

ÿ 10A ÿ 10B

ÿ 11A ÿ 11B

• Mission12
• Mission13
• Mission14
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• Mission23-25

ÿ 23A ÿ 23B

ÿ 24A ÿ 24B

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	(From the second round onwards) Selected sortie: Champ / Odd Eye / Gray					

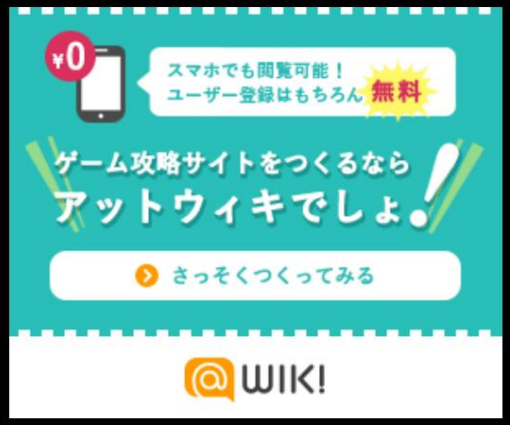
• The mission is completed when the Demon machine is destroyed.

ÿ If you shoot down the Demon before the Dragoon, you will not be able to obtain the parts you get from shooting down the Dragoon.

• Enemy destruction bonuses cannot be earned for enemy units shot down by Roy's plane.

ÿ If Roy's machine shoots down a Numbers machine, you will no longer be able to obtain parts from shooting down a Numbers machine.

• If Roy's plane is shot down, you will be charged for repairs.



map

terrain	name	Terrain effect fruit	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						
	Wasteland (Road) "Night"	17ÿ	3		2	3		2

terrain	name	Terrain effect fruit	Normal	Hover	Tank	Tire		
	Wasteland "Night"	17ÿ	3		2	3		2

• Mission51 •
Epilog

Others •
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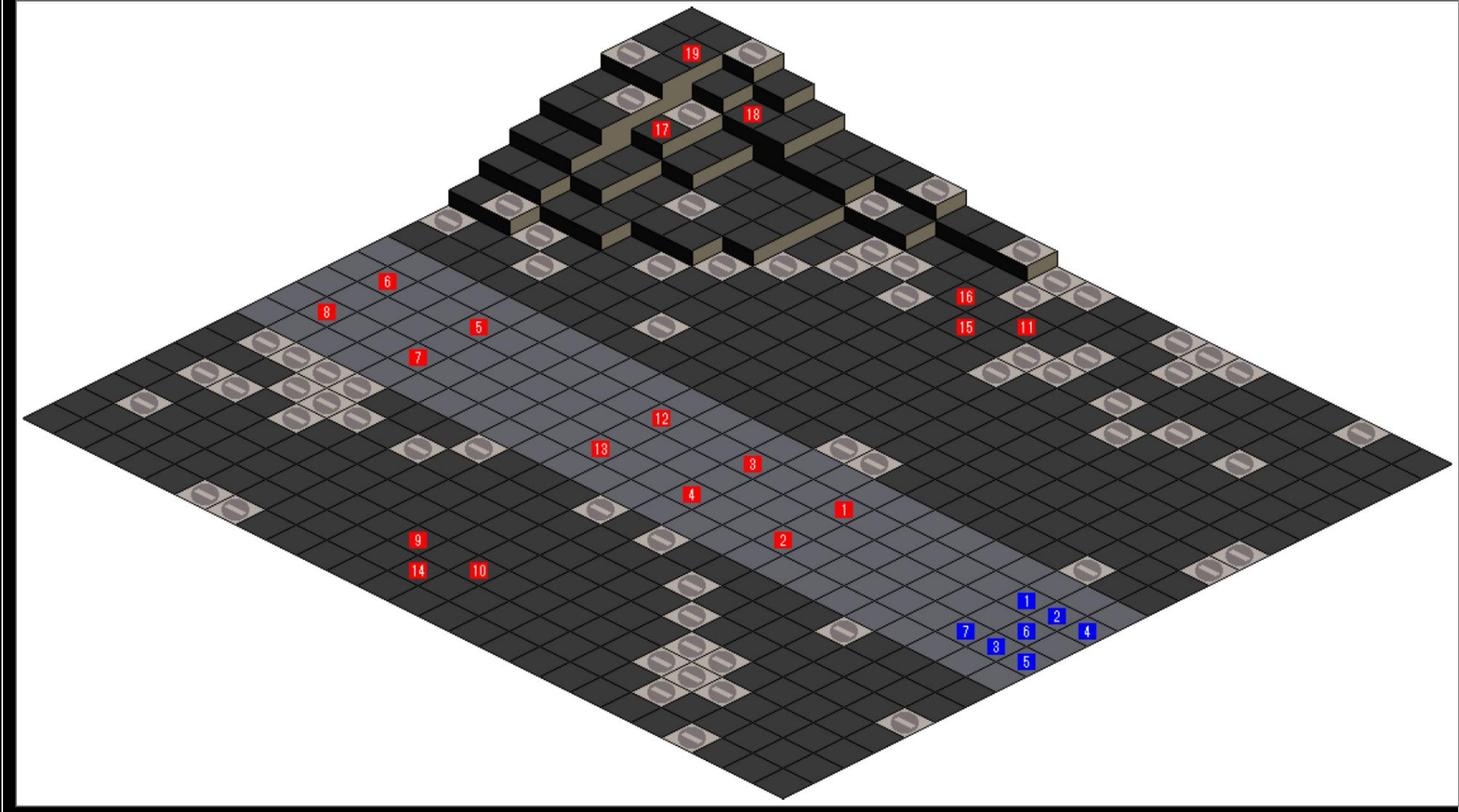
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ÿ16
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Attacking Unknown Units (Enemy 19) will always result in a "Miss!" and you will not be able to inflict damage

Up

- Arena/Opponent M-43
  ÿ51

2016-03-16

- Epilogue
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- Mission47

Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Shoot down 17 enemies	Grip SNOW MAN+1	Grip SNOW MAN+2	Grip GREY EYE+2
ÿ18ÿÿ Grip	AL Grip F-X IMPERIA	Grip F-X IMPERIAL+2	

Up

Ally

No.	PILOT						MACHINE				WEAPON						
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			ITEM	build reason fee use
		State	Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
1 Storm							WOLF HEAD									
2 Rain							BLUE IRIS									
3 Champ							CLAYMORE									
4 Oddeye							WILD CAT									
5 Gray							CRUSADER									
6 Hepaist							Supply Car	penetrate	210 ÿÿÿ	-Large Unit- ÿNo Partsÿ						1850
								14								
7 Roy							X-03	hot	145 ÿÿÿ						Repair M 2500	

No.	PILOT						MACHINE				WEAPON				ITEM	build reason fee use
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
									90 PAP-66+ 2 through-					1-1	Repair M	
									90 KAGIROI+ 1 Shock-					1-1	Repair M	
									120 SX-30+1						Repair M	
								19			SLAY	hot	3	3-6		

Up

enemy

No.	PILOT						MACHINE				WEAPON				enemy Attack break Bo Na vinegar
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			
		State	Fight	Exp.	Fight					Noise	L. Grip				
			Short		Short					R. Arm	R. Grip				
			Long		Long					Legs	L. Shoulder				
			Agility		Agility			Move			R. Shoulder				
1 Attacker		21					Armored Car	hot	50						312
		14	1450						-Large Unit- ÿNo Partsÿ		CEMETERY- 10 through-			1-1	
		18	2550												
		13	1250												
		15	1550					6							
2 Attacker		21					Armored Car	hot	50						312
		14	1450						-Large Unit- ÿNo Partsÿ		CEMETERY- 10 through-			1-1	
		18	2550												
		13	1250												
		15	1550					6							
3 Attacker		22					M.B.T		300						575
		14	1450						-Large Unit- ÿNo Partsÿ		BANISH	Impact / heat		1-4	
		18	2550												
		16	2000												
		15	1550					12							
4 Attacker		22					M.B.T		300						575
		14	1450						-Large Unit- ÿNo Partsÿ		BANISH	Impact / heat		1-4	
		18	2550												

No.	PILOT					MACHINE				WEAPON				
	Name	Level			Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight	Exp.	Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility		Move			R. Shoulder				
		16		2000										
		15		1550			12							
5	Helicopter	21				HAH04 CASSOW			150					
		13		1050					-Large Unit- ÿNo Partsÿ					
		16		2000						RAPTOR FX	Through	-	1-1	575
		16		2000						SLAY	hot	3	3-6	
		15		1650			18							
6	Helicopter	21				HAH04 CASSOW			150					
		13		1050					-Large Unit- ÿNo Partsÿ					
		16		2000						RAPTOR FX	Through	-	1-1	575
		16		2000						SLAY	hot	3	3-6	
		15		1650			18							
7	Helicopter	21				HAH04 CASSOW			150					
		13		1050					-Large Unit- ÿNo Partsÿ					
		16		2000						RAPTOR FX through		-	1-1	575
		16		2000						SLAY	hot	3	3-6	
		15		1650			18							
8	Helicopter	21				HAH04 CASSOW			150					
		13		1050					-Large Unit- ÿNo Partsÿ					
		16		2000						RAPTOR FX	Through	-	1-1	575
		16		2000						SLAY	hot	3	3-6	
		15		1650			18							
9	Attacker	21				ZINC	penetrate		162					
		14		1450					108	WILDGOAT MG	pierce	-	1-1	940
		18		2550					108	WILDGOAT MG	pierce	-	1-1	
		13		1250					144					
		15		1555			17							
10	Attacker	21				TYPE 67C	penetrate		132					
		14		1450					102	BANISH	Impact / heat	-	1-4	980
		18		2550					108	WILDGOAT MG	pierce	-	1-1	

No.	PILOT						MACHINE			WEAPON				
	Name	Level		Exp.		Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight		Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility			Move		R. Shoulder				
		13		1250				132						
		15		1555				18						
11	Attacker	24					GLOSTER	penetrate	120					2950
		13		1150					70	G-MG+1	Through	-	1-1	
		20		3000					70	G-MG+1	Through	-	1-1	
		20		3000					100					
		15		1650				12						
12	Missileer	20					SAM Launcher	hot	100					625
		13		1050					-Large Unit- ÿNo Partsÿ					
		13		1050										
		18		2500						SKULL	hot	3	3-6	
		15		1650				12		SLAY	hot	3	3-6	
13	Missileer	20					SAM Launcher	hot	100					625
		13		1050					-Large Unit- ÿNo Partsÿ					
		13		1050										
		18		2500						SKULL	hot	3	3-6	
		15		1650				12		SLAY	hot	3	3-6	
14	Missileer	21					RATMOUNT	penetrate	168					960
		14		1450					102	ARM PUNCH Impact	-		1-1	
		13		1250					102	ARM PUNCH Impact	-		1-1	
		18		2550					144	SLAY	hot	3	3-6	
		15		1555				14		SKULL	hot	3	3-6	
15	Missileer	24					GLOSTER	penetrate	120					2950
		13		1150					70	G-MG+1	Through	-	1-1	
		20		3000					70	G-MG+1	Through	-	1-1	
		20		3000					100					
		15		1650				12						
16	Missileer	24					GLOSTER	penetrate	120					2950
		13		1150					70	G-MG+1	Through	-	1-1	
		20		3000					70	G-MG+1	Through	-	1-1	

No.	PILOT					MACHINE			WEAPON				
	Name	Level			Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight	Exp.	Fight			Noise	L. Grip				
			Short		Short			R. Arm	R. Grip				
			Long		Long			Legs	L. Shoulder				
			Agility		Agility		Move		R. Shoulder				
		20		3000			100						
		15		1650			12						
17	Demon	30			Switch Lv2 Speed Lv2	X-19	hot	160					
		16		2000				90 SNOW MAN+ 2 hot-				1-1	
		24		4000				90 SNOW MAN+ 2 hot-				1-1	
		24		4000				120 W-GOOSE	hot	3		3-4	
		20		3000			19		SX-30+1				
18	Dragoon	25			Stun Lv2 First Lv2	X-24	hot	145					
		24		4000				90 F-X IPRL	Through / Hot-			1-1	
		16		2000				90 ARM PUNCH+ 2 Impact-				1-1	
		13		1200				120 SX-30+1					
		16		2000			20		SX-30+1				
19	Unknown	33				X-00	penetrate	300					
		28		5000				190 X-00 PUNCH penetration / hot-				1-1	
		9		100				190 X-00 PUNCH penetration / hot-				1-1	
		9		100				240					
		48		9999			25						

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Mission37

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• Intermission | Headquarters •

Mission 37 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	headquarters		
	Mercenary Barracks	TEAM MEMBERS Storm (ÿ) / Rain / Champ / Odd Eye / Gray	
		OTHERS	Hephaestus / Yuji / Sam / Dean
	Hangar		
	Arena	Opponent	Blue Eye / Brian / Rocky / Rocky
		Stakes	500 / 800 / 1000 / 2000 / 5000

(*) Added when talking to Rain, Odd Eye, or Hephaestus

headquarters

• Conversation

Event ÿ Mission 37 Mage Corps

Mission37

Mission 37: Mage Corps	Victory Condition: Shoot down the Mage Corps or X-00		
	Defeat Condition: Shoot down Storm's plane or Rain's plane		
	Operation Reward H$10,000		
	Select the unit to be deployed (from the second round onwards)	Storm/Rain	
		Selected sortie: Champ / Odd Eye / Gray	

• After 14 reinforcements appear, the mission will be cleared after 4 turns have passed since the turn in which you shot down 3 or more enemy units.

ÿ The mission will be cleared if all enemies are destroyed.

• Enemy destruction bonuses can be earned for enemy units shot down by Roy's plane.

• Mission04-05
ÿ 04A ÿ 04B
ÿ 05A ÿ 05B
• Mission06
• Mission07
• Mission08
• Mission09
• Mission10-11
ÿ 10A ÿ 10B
ÿ 11A ÿ 11B
• Mission12
• Mission13
• Mission14
• Mission15
• Mission16
• Mission17
• Mission18
• Mission19
• Mission20
• Mission21
• Mission22
• Mission23-25
ÿ 23A ÿ 23B
ÿ 24A ÿ 24B
ÿ 25A ÿ 25B
• Mission26
• Mission27
• Mission28
• Mission29
• Mission30
• Mission31
• Mission32
• Mission33
• Mission34
• Mission35
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• Mission37
• Mission38
• Mission39
• Mission40
• Mission41
• Mission42
• Mission43
• Mission44
• Mission45
• Mission46
• Mission47
• Mission48
• Mission49
• Mission50

• If Roy's plane is shot down, you will be charged for repairs.

• If your Hephaestus plane is shot down, you will not be charged for repairs.

map

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Not allowed to enter	0ÿ ÿ				
	Mountains, Front Line (Road) "Daytime"	5ÿ	3	2	4	4

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Mountains, Frontline "Daytime"	5ÿ	3	2	4	4

• Mission51 •
Epilog

Others •
List of parts available
• Notes
• Tips and tricks

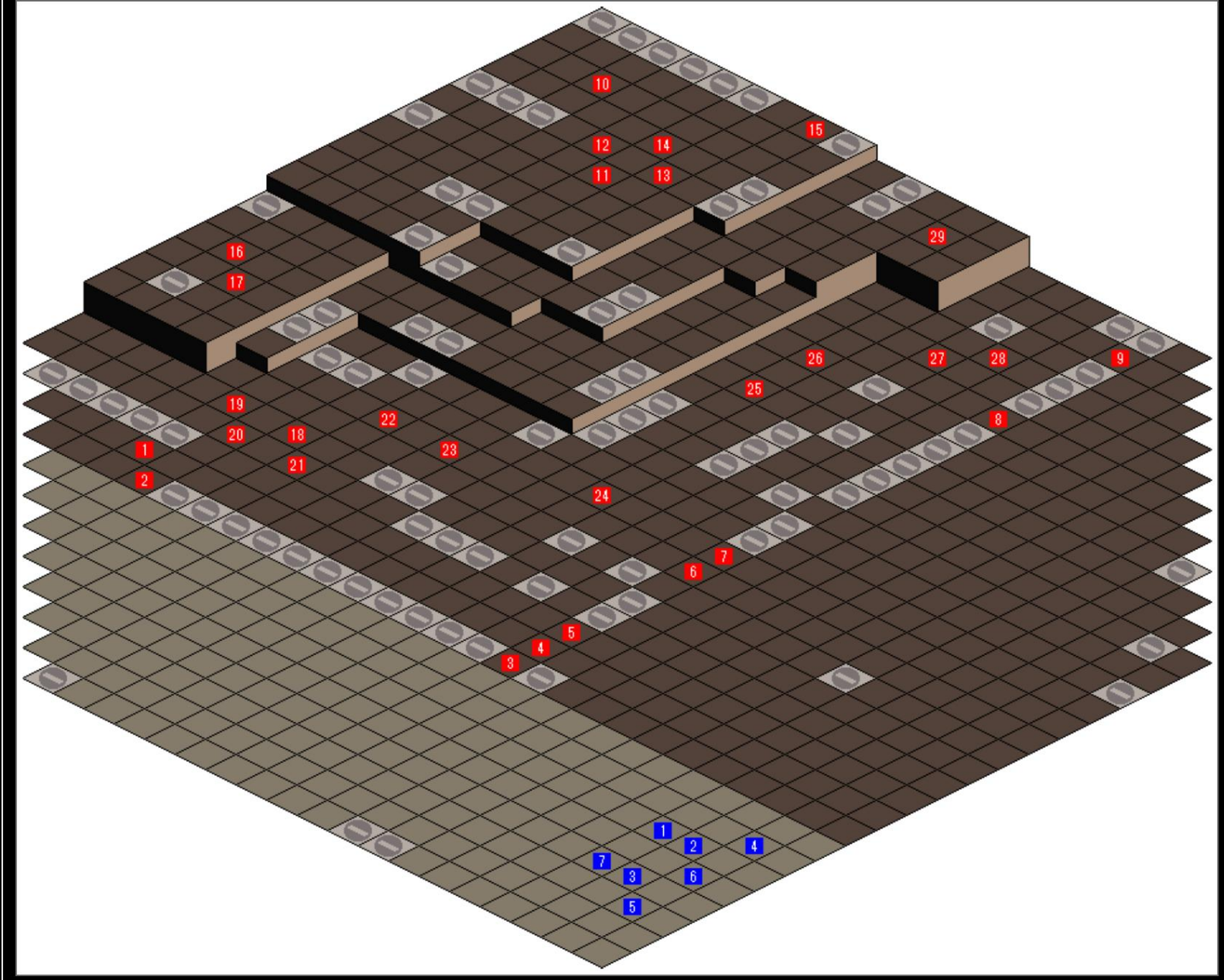
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ÿ33
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ÿ16
2016-03-18



• After one turn, one enemy reinforcement (enemy 15)
will appear. • After two turns, the Sling Helicopter (enemy 15), Unknown (enemy 10), and Roy (ally 7) will
leave. • If you shoot down any two of the Numbers (enemy 11-14), enemy reinforcements (enemy 14-29) will appear.
ÿ Numbers machine parts recover automatically (you can earn experience points in the same way as using a supply car)

Up

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilogue
- Mission51
- Mission50
- Mission49
- Mission48
- Mission47

Parts available

- none

Up

Ally

No.	PILOT						MACHINE				WEAPON				ITEM	build reason fee use
	Name	State	Level Fight	Exp.	Level Fight	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range					
			Short		Short				Noise	L. Grip						
			Long		Long				R. Arm	R. Grip						
			Agility		Agility			Move	Legs	L. Shoulder						
										R. Shoulder						
1	Storm						WOLF HEAD									
2	Rain						BLUE IRIS									
3	Champ						CLAYMORE									
4	Oddeye						WILD CAT									
5	Gray						CRUSADER									
6	Hepaist						Supply Car	penetrate	210 ÿÿÿ							
									-Large Unit- ÿNo Partsÿ							
								14								
7	Roy						X-03	hot	160 ÿÿÿ						Repair M Repair M Repair M Repair M	3333
									112 PAP-66+ 2 through-				1-1			
									112 KAGIROI+ 1 Shock-				1-1			
									130 SX-30+1							

No.	PILOT						MACHINE			WEAPON				ITEM	build reason fee use
	Name	Level				Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight				Noise	L. Grip					
			Short		Short				R. Arm	R. Grip					
			Long		Long				Legs	L. Shoulder					
			Agility		Agility			Move		R. Shoulder					
								19		SLAY	hot	3	3-6		

Up

enemy

No.	PILOT						MACHINE			WEAPON				enemy Attack break Bo Na viewer
	Name	Level				Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			
		State	Fight	Exp.	Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility			Move		R. Shoulder				
1	Remote	23					TWIN MAYBE		80					850
		14	1450						-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat		1-4	
		23	3700											
		14	1400											
		16	1800					0						
2	Remote	23					TWIN MAYBE		80					850
		14	1450						-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat		1-4	
		23	3700											
		14	1400											
		16	1800					0						
3	Remote	23					TWIN MAYBE		80					850
		14	1450						-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat		1-4	
		23	3700											
		14	1400											
		16	1800					0						
4	Remote	23					TWIN MAYBE		80					850
		14	1450						-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat		1-4	
		23	3700											
		14	1400											
		16	1800					0						

No.	PILOT					MACHINE			WEAPON				
	Name	Level			Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight	Exp.	Fight			Noise	L. Grip				
			Short		Short			R. Arm	R. Grip				
			Long		Long			Legs	L. Shoulder				
			Agility		Agility		Move		R. Shoulder				
5	Remote	23				TWIN MAYBE		80	-				850
		14		1450				-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat -		1-4	
		23		3700					-				
		14		1400					-				
		16		1800			0		-				
6	Remote	23				TWIN MAYBE		80	-				850
		14		1450				-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat -		1-4	
		23		3700					-				
		14		1400					-				
		16		1800			0		-				
7	Remote	23				TWIN MAYBE		80	-				850
		14		1450				-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat -		1-4	
		23		3700					-				
		14		1400					-				
		16		1800			0		-				
8	Remote	23				TWIN MAYBE		80	-				850
		14		1450				-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat -		1-4	
		23		3700					-				
		14		1400					-				
		16		1800			0		-				
9	Remote	23				TWIN MAYBE		80	-				850
		14		1450				-Large Unit- ÿNo Partsÿ	BANISH	Impact / heat -		1-4	
		23		3700					-				
		14		1400					-				
		16		1800			0		-				
10	Unknown	33				X-00	hot	300	-				
		28		5000				190	X-00 PUNCH penetration / hot-			1-1	
		9		100				190	X-00 PUNCH penetration / hot-			1-1	
		9		100				240	-				
		48		9999			25		-				

No.	PILOT					MACHINE				WEAPON				
	Name	Level			Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight	Exp.	Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility		Move			R. Shoulder				
11	Shaman	30			Switch Lv2 Speed Lv2	X-15	hot	160		-				
		18		2500				112	PAP-66+2		Through	-		1-1
		24		4000				112	PAP-66		Through	-		1-1
		24		4000				130		-				
		18		2500			20			SX-30+1				
12	Necromancer	30			Guide Lv2	X-11	hot	160		-				
		18		2500				112	HEXA-F mkÿ+ 2	through-				2-4
		24		4000				112	ARM PUNCH+ 3	Impact-				1-1
		24		4000				130		-				
		18		2500			21			SX-30+1				
13	Druid	30			Double Lv2 First Lv2	X-18	hot	160		-				
		24		4000				112	B-TUSK+2		Through	-		1-1
		18		2500				112	B-TUSK+2		Through	-		1-1
		24		4000				130	SX-30+1					
		18		2500			20			SX-30+1				
14	Witch	30			Guide Lv2	X-22	hot	160		-				
		18		2500				112	HEXA-F mkÿ+ 2	through-				2-4
		24		4000				112	ARM PUNCH+ 3	Impact-				1-1
		24		4000				130		-				
		18		2500			21			SX-30+1				
15	Attacker	23				HAH04 CASSOW		150		-				
		14		1450				-Large Unit- ÿNo Partsÿ		-				
		23		3700						-				
		14		1400						-				
		16		1800			18			-				
16	Attacker	23				ZINC	penetrate	162		-				940
		14		1450				108	WILDGOAT MG	pierce -				1-1
		23		3700				108	WILDGOAT MG	pierce -				1-1
		14		1400				144		-				
		16		1800			17			-				

No.	PILOT					MACHINE			WEAPON				
	Name	Level		Exp.	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo. Na vinegar
		State	Fight		Fight			Noise	L. Grip				
			Short		Short			R. Arm	R. Grip				
			Long		Long			Legs	L. Shoulder				
			Agility		Agility		Move		R. Shoulder				
17	Attacker	23				GLOSTER	penetrate	120	-				2950
		14	1450					70	G-MG+1	Through	-	1-1	
		23	3700					70	G-MG+1	Through	-	1-1	
		14	1400					100	-				
		16	1800				12		-				
18	Attacker	23				ZINC	penetrate	162	-				940
		14	1450					108	WILDGOAT MG pierce	-		1-1	
		23	3700					108	WILDGOAT MG pierce	-		1-1	
		14	1400					144	-				
		16	1800				17		-				
19	Attacker	23				GLOSTER	penetrate	120	-				2950
		14	1450					70	G-MG+1	Through	-	1-1	
		23	3700					70	G-MG+1	Through	-	1-1	
		14	1400					100	-				
		16	1800				12		-				
20	Missileer	23				RATMOUNT	penetrate	168	-				960
		14	1450					102	ARM PUNCH Impact	-		1-1	
		14	1400					102	ARM PUNCH Impact	-		1-1	
		23	3700					144	SLAY	hot	3	3-6	
		16	1800				14		SKULL	hot	3	3-6	
21	Missileer	23				RATMOUNT	penetrate	168	-				960
		14	1450					102	ARM PUNCH Impact	-		1-1	
		14	1400					102	ARM PUNCH Impact	-		1-1	
		23	3700					144	SLAY	hot	3	3-6	
		16	1800				14		SKULL	hot	3	3-6	
22	Attacker	23				GLOSTER	penetrate	120	-				2950
		14	1450					70	G-MG+1	Through	-	1-1	
		23	3700					70	G-MG+1	Through	-	1-1	
		14	1400					100	-				
		16	1800				12		-				

No.	PILOT						MACHINE				WEAPON				enemy Attack break
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			Bo
		State	Fight		Fight					Noise	L. Grip				
			Short		Short					R. Arm	R. Grip				Na
			Long		Long					Legs	L. Shoulder				
			Agility		Agility			Move			R. Shoulder				vinegar
23	Attacker	23					GLOSTER	penetrate	120		-				2950
		14	1450						70	G-MG+1	Through -		1-1		
		23	3700						70	G-MG+1	Through -		1-1		
		14	1400						100		-				
		16	1800					12			-				
24	Attacker	23					ZINC	penetrate	162		-				940
		14	1450						108	WILDGOAT MG pierce -			1-1		
		23	3700						108	WILDGOAT MG pierce -			1-1		
		14	1400						144		-				
		16	1800					17			-				
25	Attacker	23					ZINC	penetrate	162		-				940
		14	1450						108	WILDGOAT MG pierce -			1-1		
		23	3700						108	WILDGOAT MG pierce -			1-1		
		14	1400						144		-				
		16	1800					17			-				
26	Attacker	23					GLOSTER	penetrate	120		-				2950
		14	1450						70	G-MG+1	Through -		1-1		
		23	3700						70	G-MG+1	Through -		1-1		
		14	1400						100		-				
		16	1800					12			-				
27	Attacker	23					GLOSTER	penetrate	120		-				2950
		14	1450						70	G-MG+1	Through -		1-1		
		23	3700						70	G-MG+1	Through -		1-1		
		14	1400						100		-				
		16	1800					12			-				
28	Missileer	23					RATMOUNT	penetrate	168		-				960
		14	1450						102	ARM PUNCH Impact -			1-1		
		14	1400						102	ARM PUNCH Impact -			1-1		
		23	3700						144	SLAY	hot	3	3-6		
		16	1800					14			SKULL	hot	3	3-6	

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break	
		State	Fight	Exp.	Fight					Noise	L. Grip				Bo	
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder				Na	
			Agility		Agility			Move			R. Shoulder				vinegar	
29	Attacker	23					ZINC	penetrate	162		-					940
		14		1450					108	WILDGOAT MG	pierce -			1-1		
		23		3700					108	WILDGOAT MG	pierce -			1-1		
		14		1400					144		-					
		16		1800				17			-					

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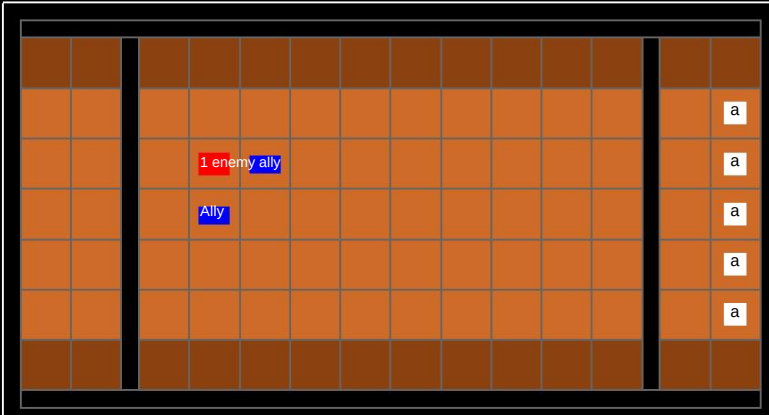
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• IntermissionÿMercenary BarracksÿHQ • Mission38ÿ

MapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	After talking to Rain at the headquarters, you can move there.		
	Mercenary Barracks	TEAM MEMBERS Storm / Rain	
		OTHERS	Yuji / Sam / Dean
	Hangar		
	Arena	Opponent	Blue Eye / Brian / Rocky / Rocky
		Stakes	500 / 800 / 1000 / 2000 / 5000

Mercenary Barracks

• Talk to Rain

headquarters

• Conversation

Event ÿ Mission 38 Rescue

Mission38

Mission38 Rescue	Victory Condition: Destroy all enemies except vehicles.		
	Loss Condition: Stormplane is shot down or enemy vehicles retreat		
	Operation Reward H$0		
	Select the unit to be deployed (from the second round onwards)	Definitely go out	storm
		Selective sortie	

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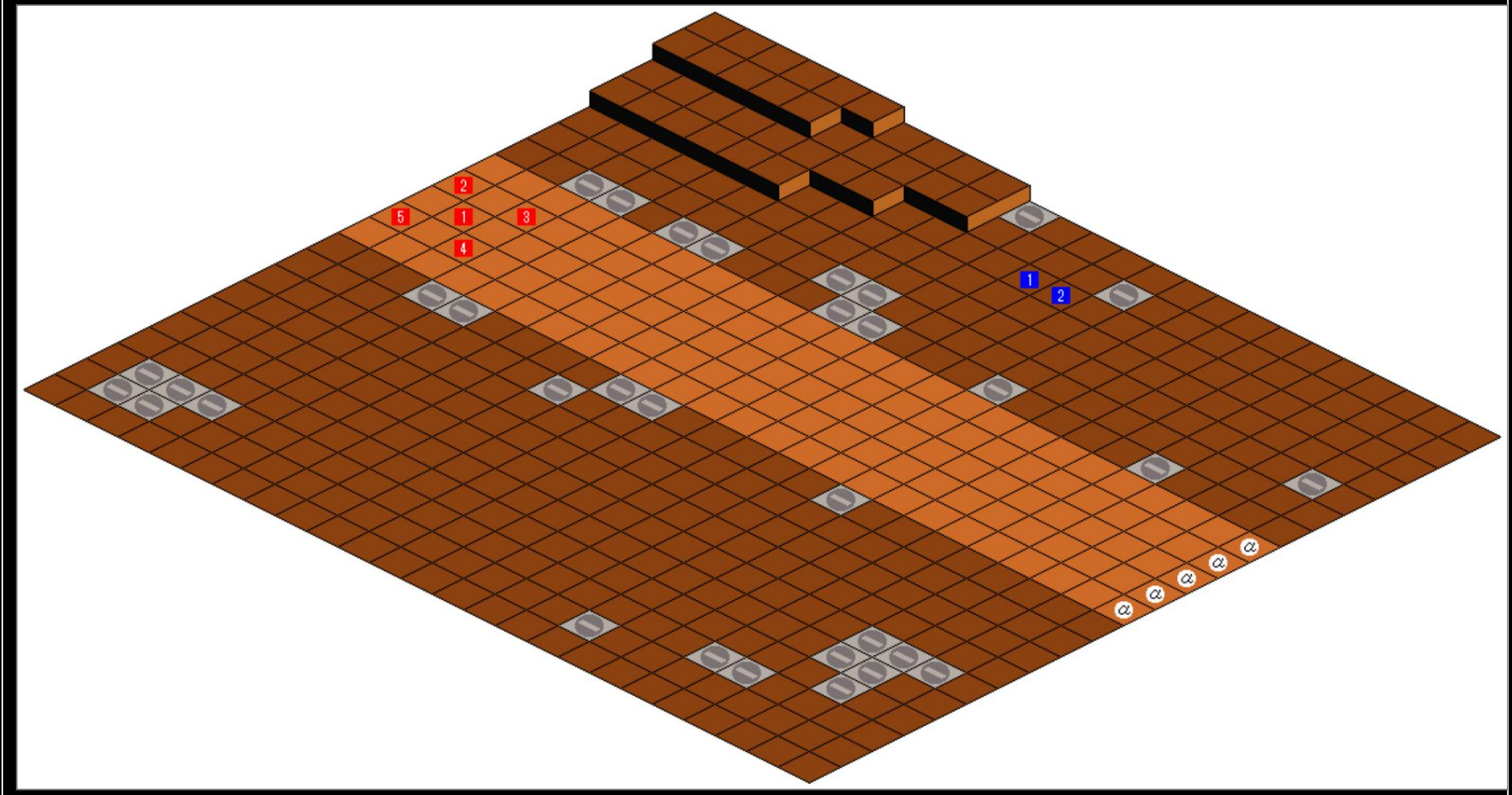
• Enemy destruction bonuses can be earned for enemy units shot down by Roy's plane.

• If Roy's plane is shot down, you will be charged for repairs.

map

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Not allowed to enter	0ÿ ÿ				
	Wasteland (Road) "Evening"	8ÿ	3	2	3	2

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Wasteland "Sunset"	8ÿ	3	2	3	2



• After one turn, the retreat point (map ÿ) for the escort vehicle (enemy 1) appears.

ÿ You cannot attack the convoy, but you cannot be attacked.

ÿ The escort vehicle will not move if friendly units are placed in the locations shown below.



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Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Clear Reward	Legs GODWIT+1 Large Mobile Weapon	EL Large Mobile Weapon GIGAS	

Up

Ally

No.	PILOT						MACHINE			WEAPON				ITEM	
	Name	Level				Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range				build reason fee use
		State	Fight	Exp.	Fight				Noise	L. Grip					
			Short		Short				R. Arm	R. Grip					
			Long		Long				Legs	L. Shoulder					
			Agility		Agility			Move		R. Shoulder					
1	Storm						WOLF HEAD								
2	Roy						X-03	hot	160 ÿyÿ					Repair M Repair M Repair M Repair M	3333
									112 PAP-66+ 2 through-			1-1			
									112 KAGIROI + 2Shock-			1-1			
									130 SX-30+2						

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No.	PILOT							MACHINE				WEAPON				ITEM	build reason fee use
	Name	Level					Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight						Noise	L. Grip					
			Short		Short						R. Arm	R. Grip					
			Long		Long						Legs	L. Shoulder					
			Agility		Agility				Move			R. Shoulder					
									19			CERES+1 hot		2	6-8		

Up

enemy

No.	PILOT							MACHINE				WEAPON				enemy Attack break
	Name	Level					Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			Bo
		State	Fight	Exp.	Fight						Noise	L. Grip				
			Short		Short						R. Arm	R. Grip				Na
			Long		Long						Legs	L. Shoulder				
			Agility		Agility				Move			R. Shoulder				viewpr
1 Attacker		23						Armored Car	hot	50 ÿÿÿ						
		14	1450							-Large Unit- ÿNo Partsÿ		GRAY EYE through-			1-1	
		23	3700													
		14	1400													
		16	1800						6							
2 Attacker		23						ARPEGGIO	penetrate	144 ÿÿÿ						915
		14	1450							96 URANIUM		Through -			1-1	
		23	3700							96 ARM PUNCH Impact -					1-1	
		14	1400							144 ÿÿÿ						
		16	1800						16							
3 Attacker		23						ARPEGGIO	penetrate	144 ÿÿÿ						915
		14	1450							96 Catsray XX Impact -					1-1	
		23	3700							96 ARM PUNCH Impact -					1-1	
		14	1400							144 ÿÿÿ						
		16	1800						16							
4 Attacker		23						ARPEGGIO	penetrate	144 ÿÿÿ						915
		14	1450							96 URANIUM		Through -			1-1	
		23	3700							96 ARM PUNCH Impact -					1-1	
		14	1400							144 ÿÿÿ						
		16	1800						16							

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break	
		State	Fight	Exp.	Fight					Noise	L. Grip				Bo	
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder				Na	
			Agility		Agility			Move			R. Shoulder				vivepar	
5	Attacker	23					ARPEGGIO	penetrate	144 ÿÿÿ							
		14	1450						96 URANIUM		Through -			1-1		
		23	3700						96 ARM PUNCH	Impact -				1-1		915
		14	1400						144 ÿÿÿ							
		16	1800					16								

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• IntermissionÿMercenary BarracksÿHQ • Mission39
ÿMapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: After talking to Champ or Gray, you can move.		
	Mercenary Barracks	TEAM MEMBERS Storm / Rain / Champ / Gray	
		OTHERS	Yuji / Sam / Dean
	Hangar		
	Arena	Opponent	Blue Eye / Brian / Rocky / Rocky
		Stakes	500 / 800 / 1000 / 2000 / 5000

Mercenary Barracks

• Talk to Champ or Gray

headquarters

• Conversation

Event ÿ Mission 39 Confusion

Mission39

Mission 39: Complexity	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$0		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie Champ / Gray	

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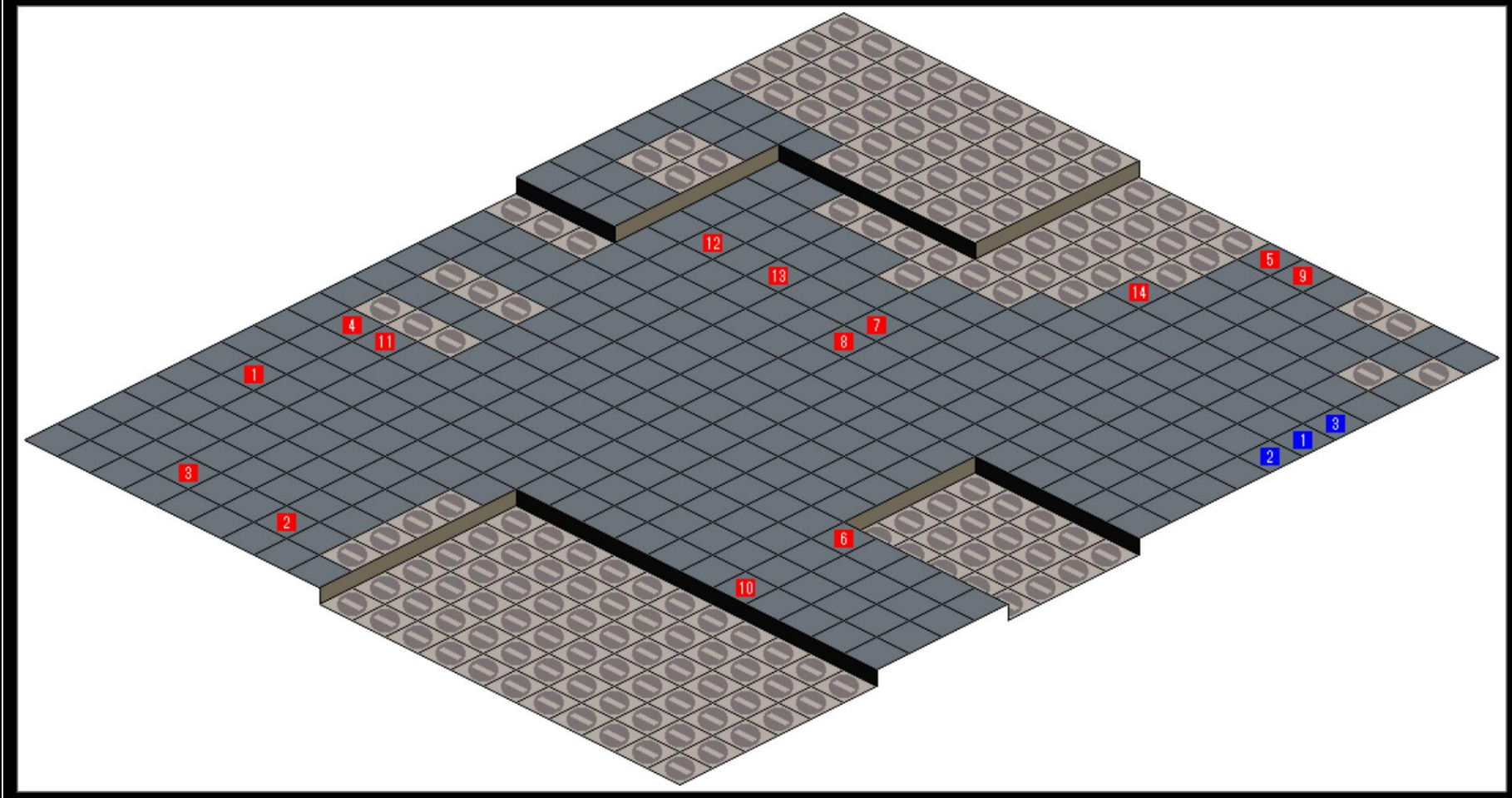
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• Enemy destruction bonuses cannot be earned for enemy units destroyed by anything other than Storm Troops.

map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Hong Kong Night	15ÿ	3		2		3	2



• After two turns, four enemy reinforcements (enemies 11-14) will appear. ÿ

The reinforcements will attack regardless of whether

they are friend or foe. ÿ If a Numbers unit (enemy 1-4) is shot down, you will no longer be able to obtain parts by shooting down a Numbers unit.

• Numbers machine parts recover automatically (you can earn experience points in the same way you earn experience points by using a supply car)

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Parts available

where to get	First Lap	2nd lap	After the 3rd lap
1 enemy shot down	Grip PAP-66+1	Grip FV-24B+1	Grip FV-24B+2
2 enemies shot down	Grip HEXAFIRE-Mkÿ+1 Grip HEXA G3+1 Grip HEXA G3+2		
Shoot down 3 enemies	Grip B-TUSK+1	Grip B-TUSK+2	Grip CRUSADER ROD+2
Shoot down 4 enemies	Grip HEXAFIRE-Mkÿ+1 Grip HEXA G3+1 Grip HEXA G3+2		

Up

Ally

No.	PILOT						MACHINE				WEAPON				ITEM	build reason fee use
	Name	Level	State	Fight	Exp.	Fight	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range				
				Short		Short				Noise	L. Grip					
				Long		Long				R. Arm	R. Grip					
				Agility		Agility			Move	Legs	L. Shoulder					
											R. Shoulder					
1	Storm							WOLF HEAD								
2	Champ							CLAYMORE								
3	Gray							CRUSADER								

Up

enemy

No.	PILOT						MACHINE				WEAPON				enemy Attack break Bo Na vinegar
	Name	Level	State	Fight	Exp.	Fight	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			
				Short		Short				Noise	L. Grip				
				Long		Long				R. Arm	R. Grip				
										Legs	L. Shoulder				

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		Agility	Agility		Move		R. Shoulder				
1	Shaman	30		Switch Lv2 Speed Lv2	X-15	hot	160	-			2500
		18	2500				112 PAP-66+2	Through -		1-1	
		24	4000				112 PAP-66	Through -		1-1	
		24	4000				130	-			
		18	2500			20		SX-30+1			
2	Necromancer	30		Guide Lv2	X-11	hot	160	-			2500
		18	2500				112 HEXA-F mkÿ+ 2 through-			2-4	
		24	4000				112 ARM PUNCH+ 3 Impact-			1-1	
		24	4000				130	-			
		18	2500			21		SX-30+1			
3	Druid	30		Double Lv2 First Lv2	X-18	hot	160	-			2500
		24	4000				112 B-TUSK+2	Through -		1-1	
		18	2500				112 B-TUSK+2	Through -		1-1	
		24	4000				130 SX-30+1				
		18	2500			20		SX-30+1			
4	Witch	30		Guide Lv2	X-22	hot	160	-			2250
		18	2500				112 HEXA-F mkÿ+ 2 through-			2-4	
		24	4000				112 ARM PUNCH+ 3 Impact-			1-1	
		24	4000				130	-			
		18	2500			21		SX-30+1			
5	Attacker	23			CLINTONTYPE	penetrate	310	-			500
		14	1450				-Large Unit- ÿNo Partsÿ	-			
		24	3850					URANIUM	Through -	1-1	
		13	1250					-			
		15	1650			12		-			
6	Attacker	23			CLINTONTYPE	penetrate	310	-			500
		14	1450				-Large Unit- ÿNo Partsÿ	-			
		24	3850					URANIUM	Through -	1-1	
		13	1250					-			
		15	1650			12		-			
7	Attacker	23			CLINTONTYPEthrough		310	-			500
		14	1450				-Large Unit- ÿNo Partsÿ	-			
		24	3850					URANIUM	Through -	1-1	
		13	1250					-			

		15	1650				12									
8 Attacker		23			CLINTONTYPE	penetrate	310									500
		14	1450				-Large Unit-ÿNo Partsÿ									
		24	3850					URANIUM	Through -		1-1					
		13	1250													
		15	1650				12									
9 Attacker		23			CLINTONTYPE	penetrate	310									500
		14	1450				-Large Unit-ÿNo Partsÿ									
		24	3850					URANIUM	Through -		1-1					
		13	1250													
		15	1650				12									
10 Attacker		23			CLINTONTYPE	penetrate	310									500
		14	1450				-Large Unit-ÿNo Partsÿ									
		24	3850					URANIUM	Through -		1-1					
		13	1250													
		15	1650				12									
11 Attacker		23			TYPE67	penetrate	132									1005
		14	1450				96 TYPE67 CN through / hot-				1-1					
		24	3850				96 TYPE67 CN through / hotÿ				1-1					
		13	1250				132									
		15	1650				19									
12 Attacker		23			TYPE67	penetrate	132									1005
		14	1450				96 TYPE67 CN through / hot-				1-1					
		24	3850				96 TYPE67 CN through / hot-				1-1					
		13	1250				132									
		15	1650				19									
13 Attacker		23			TYPE67	penetrate	132									1005
		14	1450				96 TYPE67 CN through / hotÿ				1-1					
		24	3850				96 TYPE67 CN through / hot-				1-1					
		13	1250				132									
		15	1650				19									
14 Attacker		23			TYPE67	penetrate	132									1005
		14	1450				96 TYPE67 CN through / hot-				1-1					
		24	3850				96 TYPE67 CN through / hot-				1-1					
		13	1250				132									

		15	1650			19							

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Mission40	Mission41	Mission42	Mission43	Mission44	Mission45	Mission46	Mission47	Mission48	Mission49	Mission50	Mission51			Epilogue

• Intermission | Command Center | Hangar •

Mission 40 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	headquarters		
	Mercenary Barracks	TEAM MEMBERS Storm / Champ / Gray	
		OTHERS	
	Hangar Weapon/Part Addition		
	Arena	Opponent	Blue Eye / Brian / Rocky / Rocky
		Stakes	800 / 1000 / 2000 / 5000 / 10000

headquarters

• Conversation

Event ÿ Mission 40 Memory

Hangar

ÿShopÿ

Mission40

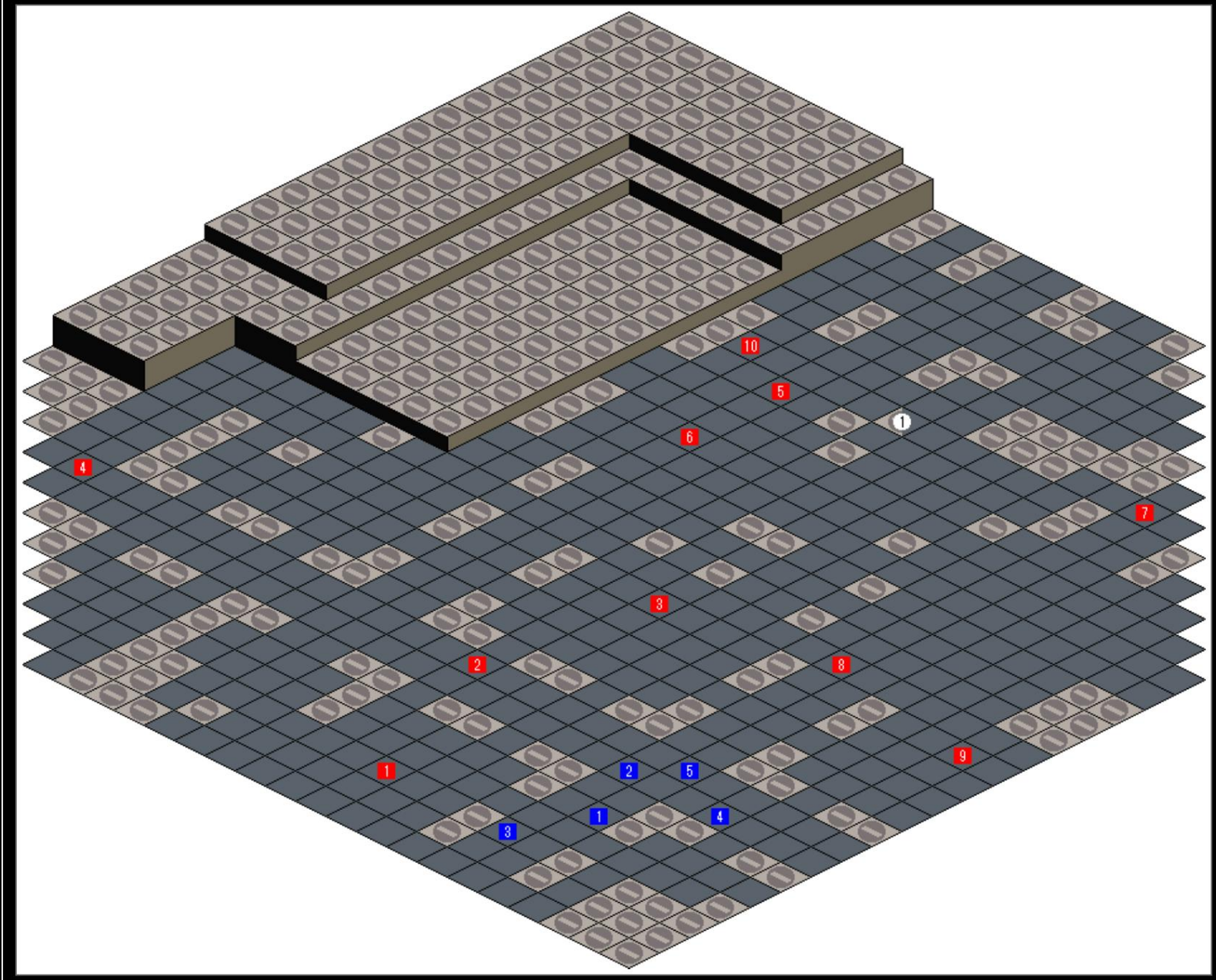
Mission40 Memory	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$5000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie Champ / Gray	

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• Mission50

map

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Not allowed to enter	0ÿ ÿ				

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	City "Night"	20ÿ	3	2	3	2



• When all enemy units (enemies 1 to 9) are destroyed, an event will occur.

ÿ 1 enemy reinforcement (10 enemies) appears

• Mission51
• Epilogue

others
• Parts availability list
Note
• Tips and tricks

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Up

Number of hits

Now 1	
Today 1	
Yesterday 0	
Total 645	

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2016-03-20
• Arena/Opponent M-26
ÿ33
• Arena/Opponent M-09
ÿ16
2016-03-18

ÿ Rich Machine can act twice

ÿ All friendly units will withdraw except for Storm planes.

ÿ Map 1 will change from "No Entry" to "City Area "Night"

ÿ If you do not shoot down the Lich plane within 5 turns, the game will end.

ÿ Before shooting down all enemy units, move the Storm plane to the Lich plane spawn point.

• X-00 type (enemies 4-7) parts recover automatically (you can earn experience points in the same way you earn experience points using a supply truck).

Up

Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Clear Reward:	Grip GIROI	Grip KA	Grip KAGIROI+2

Up

Ally

No.	PILOT Name	Level State	Fight	Short	Long	Agility	Exp.	Fight	Short	Long	Agility	Skill	MACHINE Name	Attribute HP	Move	Body	Noise	R. Arm	Legs	WEAPON Body	L. Grip	R. Grip	L. Shoulder	R. Shoulder	Attribute Bullet Range	ITEM	build reason fee use
1	Rainÿÿÿ												BLUE IRIS													
2	Storm												WOLF HEAD													
3	Champ												CLAYMORE													
4	Gray												CRUSADER													
5	Oddeyeÿÿÿ												WILD CAT													

(ÿ) Rain and Odd Eye will have the status, unit, and weapon at the end of Mission 37.

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilogue
- Mission51
- Mission50
- Mission49
- Mission48
- Mission47

Up

enemy

No.	PILOT						MACHINE				WEAPON				enemy Attack break
	Name	State	Level	Exp.	Level	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range				Bo Na
			Fight		Fight				Noise	L. Grip					
			Short		Short				R. Arm	R. Grip					
			Long		Long				Legs	L. Shoulder					
			Agility		Agility			Move		R. Shoulder					
1	Attacker		24				ORGAN	penetrate	150 ÿÿÿ						990
			13		1250				108 GRAY EYE through-				1-1		
			26		4550				108 ARM PUNCH Impact -				1-1		
			14		1350				120 ÿÿÿ						
			15		1750			18							
2	Attacker		24				ORGAN	penetrate	150 ÿÿÿ						990
			13		1250				108 GRAY EYE through-				1-1		
			26		4550				108 ARM PUNCH Impact -				1-1		
			14		1350				120 ÿÿÿ						
			15		1750			18							
3	Attacker		24				ORGAN	penetrate	150 ÿÿÿ						990
			13		1250				108 GRAY EYE through-				1-1		
			26		4550				108 ARM PUNCH Impact -				1-1		
			14		1350				120 ÿÿÿ						
			15		1750			18							
4	Attacker		24				X-00a	hot	300 ÿÿÿ						1625
			26		4550				190 X-00 PUNCH penetration / hot-				1-1		
			13		1250				190 X-00 PUNCH penetration / hot-				1-1		
			14		1350				240 ÿÿÿ						
			15		1750			25							
5	Attacker		24				X-00b	hot	300 ÿÿÿ						1625
			26		4550				190 X-00 PUNCH penetration / hot-				1-1		
			13		1250				190 X-00 PUNCH penetration / hot-				1-1		
			14		1350				240 ÿÿÿ						
			15		1750			25							
6	Attacker		24				X-00c hot		300 ÿÿÿ						1625
			26		4550				190 X-00 PUNCH penetration / hot-				1-1		

No.	PILOT						MACHINE			WEAPON				
	Name	Level		Exp.		Skill	Name	Attribute HP	Body / Noise / R. Arm / Legs	Body / L. Grip / R. Grip / L. Shoulder / R. Shoulder	Attribute Bullet Range			
		State	Fight / Short / Long / Agility		Fight / Short / Long / Agility			Move						
			13	1250					190 X-00 PUNCH penetration / hot-				1-1	
			14	1350					240 ÿÿÿ					
			15	1750				25						
7	Attacker		24				X-00d	hot	300 ÿÿÿ					1625
			26	4550					190 X-00 PUNCH penetration / hot-				1-1	
			13	1250					190 X-00 PUNCH penetration / hot-				1-1	
			14	1350					240 ÿÿÿ					
			15	1750				25						
8	Missileer		25				ZERO	penetrate	156 ÿÿÿ					1045
			15	1550					108 ARM PUNCH Impact -				1-1	
			14	1450					108 ARM PUNCH Impact -				1-1	
			25	4300					120 ÿÿÿ					
			17	2050				18		DONKEY DX hot		2	4-8	
9	Missileer		25				ZERO	penetrate	156 ÿÿÿ					1045
			15	1550					108 ARM PUNCH Impact -				1-1	
			14	1450					108 ARM PUNCH Impact -				1-1	
			25	4300					120 ÿÿÿ					
			17	2050				18		DONKEY DX hot		2	4-8	
10	Rich		28			Switch Lv2 Speed Lv2	X-20	impact	160 ÿÿÿ					2500
			14	1450					112 PAP-66+2		Through -		1-1	
			26	4500					112 K-SABER+ 2 Impact-				1-1	
			22	3500					130 SX-30+1					
			15	1650				21						

Up

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PILOT
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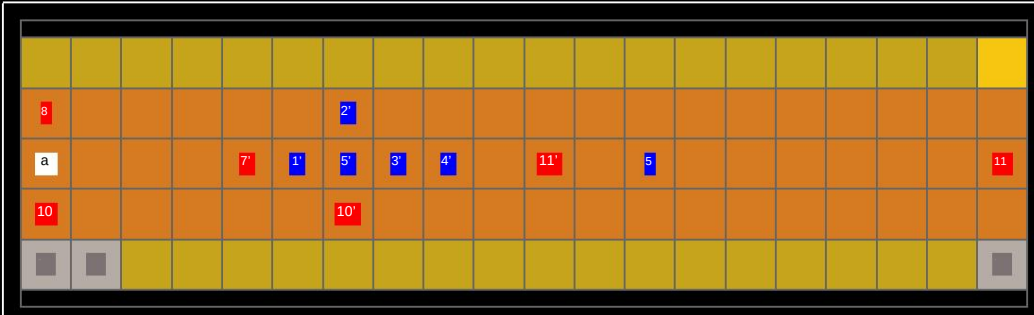
SKILL
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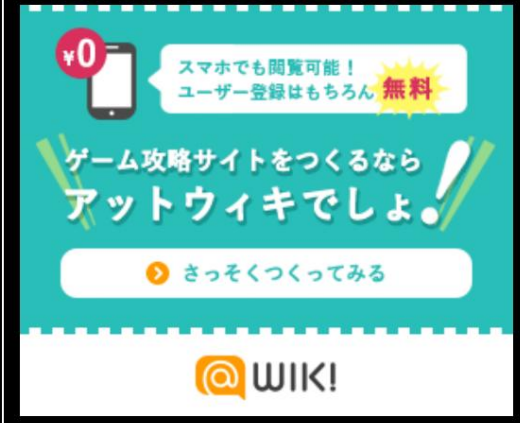
MISSION
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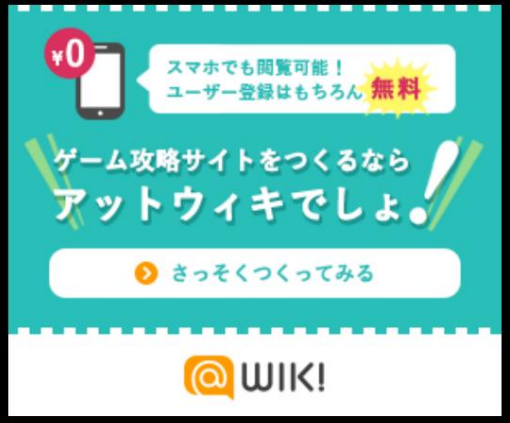


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Yesterday	0
Total	70

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• Intermission | Mercenary Barracks | Headquarters | Hangar •

Mission 41 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	Headquarters: After talking to Rain, Champ, or Gray, you can move there.		
	Mercenary Barracks	TEAM MEMBERS Storm / Rain / Champ / Gray	
		OTHERS	Sam/Dean
	Hangar Weapon/Part Addition		
	Arena	Opponent	Blue Eye / Brian / Rocky / Rocky
		Stakes	500 / 800 / 1000 / 2000 / 5000

Mercenary Barracks

• Talk to Rain, Champ, or Gray

headquarters

• Conversation Event

ÿ Mission 41 Eliminate the Remnants

Hangar

ÿShopÿ

Mission41

Mission 41 Eliminate the Remnants	Victory Condition:	Defeat all enemies
	Defeat Condition:	Shoot down Storm or Odd Eye.

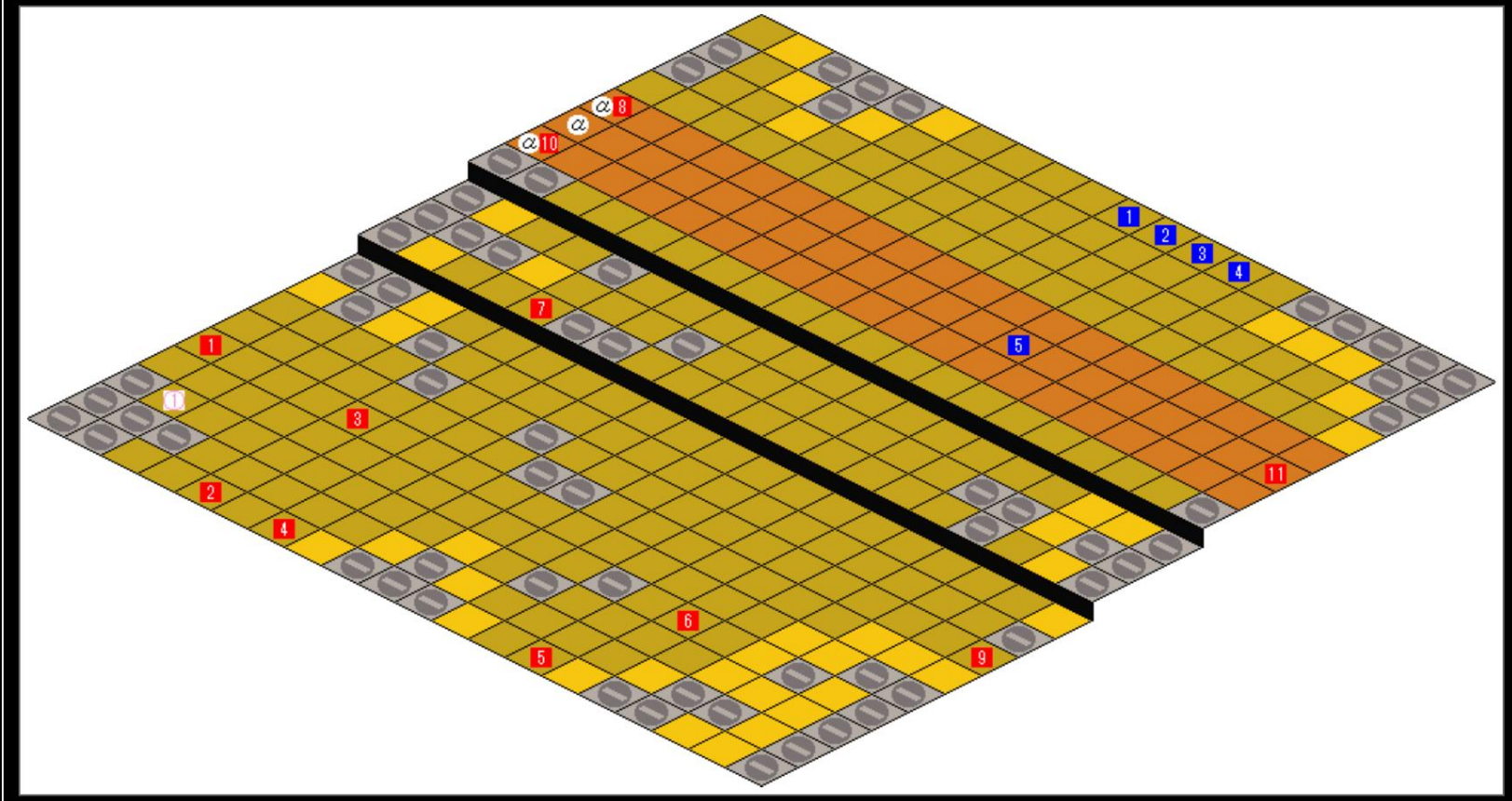
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	Operation Reward H$0		
	Select the unit to be deployed (From the second lap onwards)	Storm	
		Selected sortie	Rain / Champ / Gray

map

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Not allowed to enter	0ÿ ÿ				
	Grassland (Road) "Evening"	8ÿ	3	2	3	2

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Grassland "Evening"	8ÿ	3	2	3	2
	Mori "Evening"	20ÿ	4	2	3	3



• When the Odd-Eyed machine reaches the escape point (map ÿ), it will leave.

• How to prevent your Odd-Eyed plane from being shot down

ÿÿExampleÿÿ

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Number of hits

Now	1
Today	1
Yesterday	0
Total	822

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Parts available

Where to get it: 1st round	2nd lap	After the 3rd lap
ÿÿÿÿ Grip	Grip GOAT+1 Grip GOAT+2	

Up

Ally

No.	PILOT							MACHINE				WEAPON					ITEM	build reason fee use
	Name	State	Level	Exp.	Level	Skill		Name	Attribute HP		Body	Body	Attribute Bullet Range					
			Fight		Fight						Noise	L. Grip						
			Short		Short						R. Arm	R. Grip						
			Long		Long						Legs	L. Shoulder						
			Agility		Agility				Move			R. Shoulder						
1	Storm							WOLF HEAD										
2	Rain							BLUE IRIS										
3	Champ							CLAYMORE										
4	Gray							CRUSADER										
5	Oddeye ÿNPCÿ							Jeep	200 ÿÿÿ									
									-Large Unit- ÿNo Partsÿ									
									12									

Up

enemy

No.	PILOT	MACHINE	WEAPON	enemy

- Arena/Opponent M-43
  ÿ51

2016-03-16

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	Name	Level State	Fight	Exp.	Fight	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			Attack break Bo Na vinegar
			Short		Short					Noise	L. Grip				
			Long		Long					R. Arm	R. Grip				
			Agility		Agility			Move		Legs	L. Shoulder				
											R. Shoulder				
1	Attacker	25					ORGAN	penetrate	150						990
		14	1400						108	GREY EYE	Through -		1-1		
		27	4850						108	ARM PUNCH	impact-		1-1		
		14	1400						120						
		16	1850					18							
2	Attacker	25					ORGAN	penetrate	150						990
		14	1400						108	GREY EYE	Through -		1-1		
		27	4850						108	ARM PUNCH	impact-		1-1		
		14	1400						120						
		16	1850					18							
3	Attacker	25					ORGAN	penetrate	150						990
		14	1400						120	RATMOUNT MG	through-		1-1		
		27	4850						120	RATMOUNT MG	through-		1-1		
		14	1400						120						
		16	1850					18							
4	Attacker	25					ORGAN	penetrate	150						990
		14	1400						120	RATMOUNT MG	through-		1-1		
		27	4850						120	RATMOUNT MG	through-		1-1		
		14	1400						120						
		16	1850					18							
5	Attacker	25					ORGAN	penetrate	150						990
		14	1400						120	RATMOUNT MG	through-		1-1		
		27	4850						120	RATMOUNT MG	through-		1-1		
		14	1400						120						
		16	1850					18							
6	Attacker	25					ORGAN	penetrate	150						990
		14	1400						120	RATMOUNT MG	through-		1-1		
		27	4850						120	RATMOUNT MG	through-		1-1		
		14	1400						120						
		16	1850					18							

7 Attacker	25			ORGAN	penetrate	150						990
	14	1400				108 GREY EYE		Through -		1-1		
	27	4850				108 ARM PUNCH		impact-		1-1		
	14	1400				120						
	16	1850			18							
8 Attacker	25			BANYAN	penetrate	450						2000
	14	1400				-Large Unit- ÿNo Partsÿ		Artassaut SP		Through -		1-1
	27	4850						BANISH IIShock / Heat-				1-6
	14	1400										
	16	1850			14							
9 Attacker	25			ORGAN	penetrate	150						990
	14	1400				108 GREY EYE		Through -		1-1		
	27	4850				108 ARM PUNCH		impact-		1-1		
	14	1400				120						
	16	1850			18							
10 Missileer	25			ZERO	penetrate	156						1045
	15	1550				108 ARM PUNCH		impact-		1-1		
	14	1450				108 ARM PUNCH		impact-		1-1		
	25	4300				120						
	17	2050			18			DONKEY DX		hot	2	4-8
11 Attacker	25			ORGAN	penetrate	150						990
	14	1400				108 GREY EYE		Through -		1-1		
	27	4850				108 ARM PUNCH		impact-		1-1		
	14	1400				120						
	16	1850			18							

Up

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PILOT
• PILOT

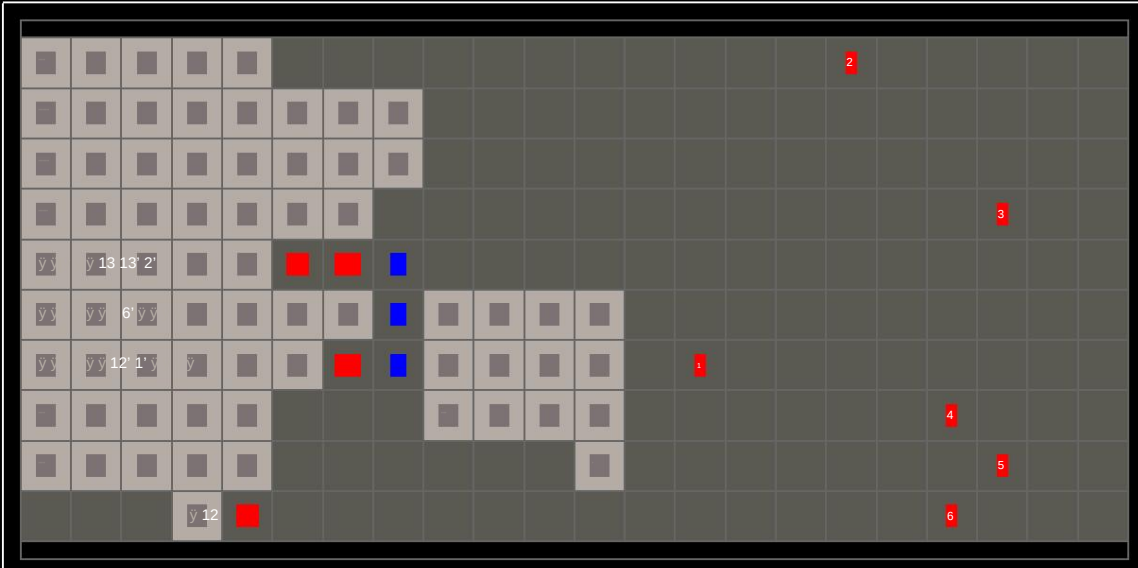
SKILL
• Skill

WEAPON
• Grip
• Shoulder

PARTS
• Computer
• Body
• Arm L
• Arm R
• Legs
• Back Pack
• Large mobile weapons

ITEM
• Item

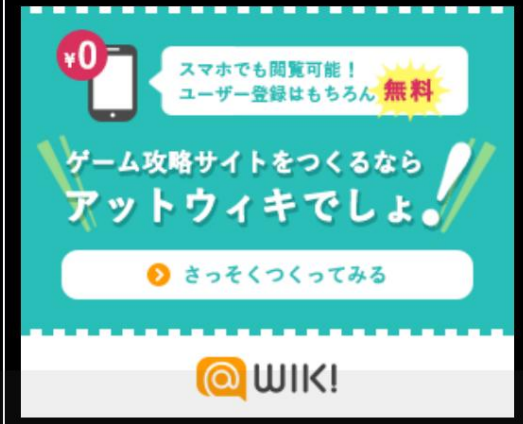
MISSION
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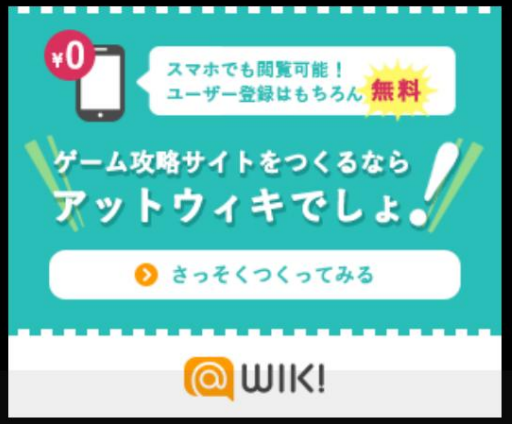


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• PILOT

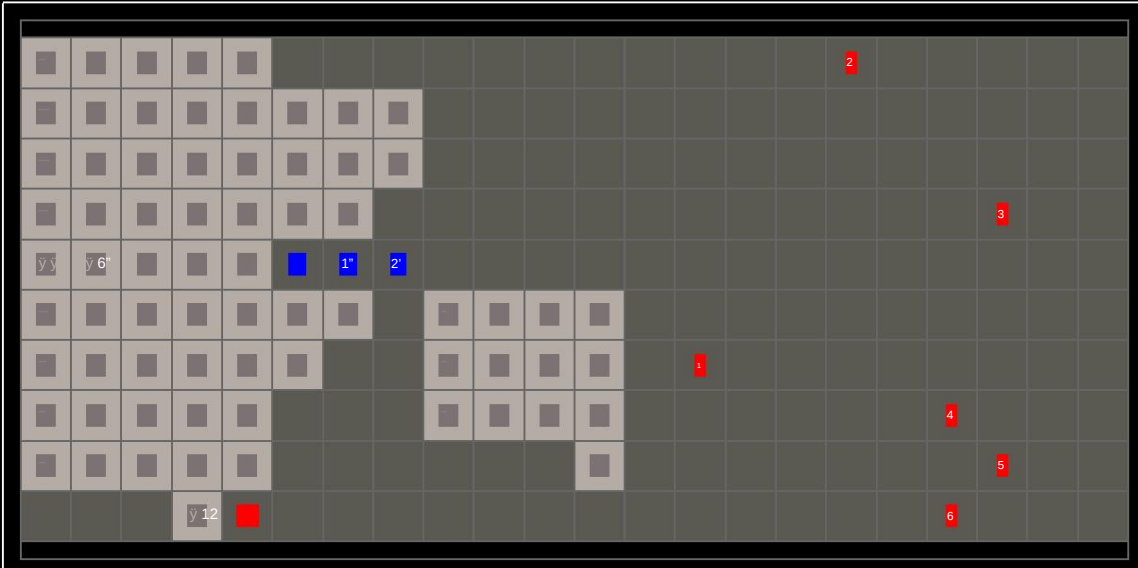
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• Skill

WEAPON
• Grip
• Shoulder

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• Body
• Arm L
• Arm R
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• Item

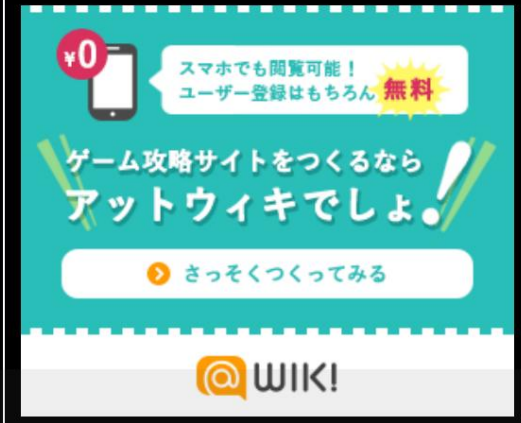
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• IntermissionÿMercenary BarracksÿHeadquarters •
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intermission

Movable facilities	Headquarters: After talking to either Rain or Odd Eye, you can move.		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye (ÿ2) / Gray
		OTHERS	Aisha (ÿ1) (ÿ2) / Yuji / Sam / Dean / John
	Hangar		
	Arena	Opponent	Blue Eye / Brian / Rocky / Rocky
		Stakes	500 / 800 / 1000 / 2000 / 5000

(ÿ1) Adds when talking at the headquarters.
(ÿ2) Leaves when talking with Odd Eye or Aisha.

Mercenary

Barracks : Talk to either Rain or Odd Eye

headquarters

• Conversation

Event ÿ Mission 42 Aisha

Mission42

Mission 42 Aisha	Victory Condition: Defeat all enemies	
	Defeat Condition: Shoot down Storm's plane or Aisha's plane	
	Operation Reward H$0	
	Select the unit to be deployed. Storm	

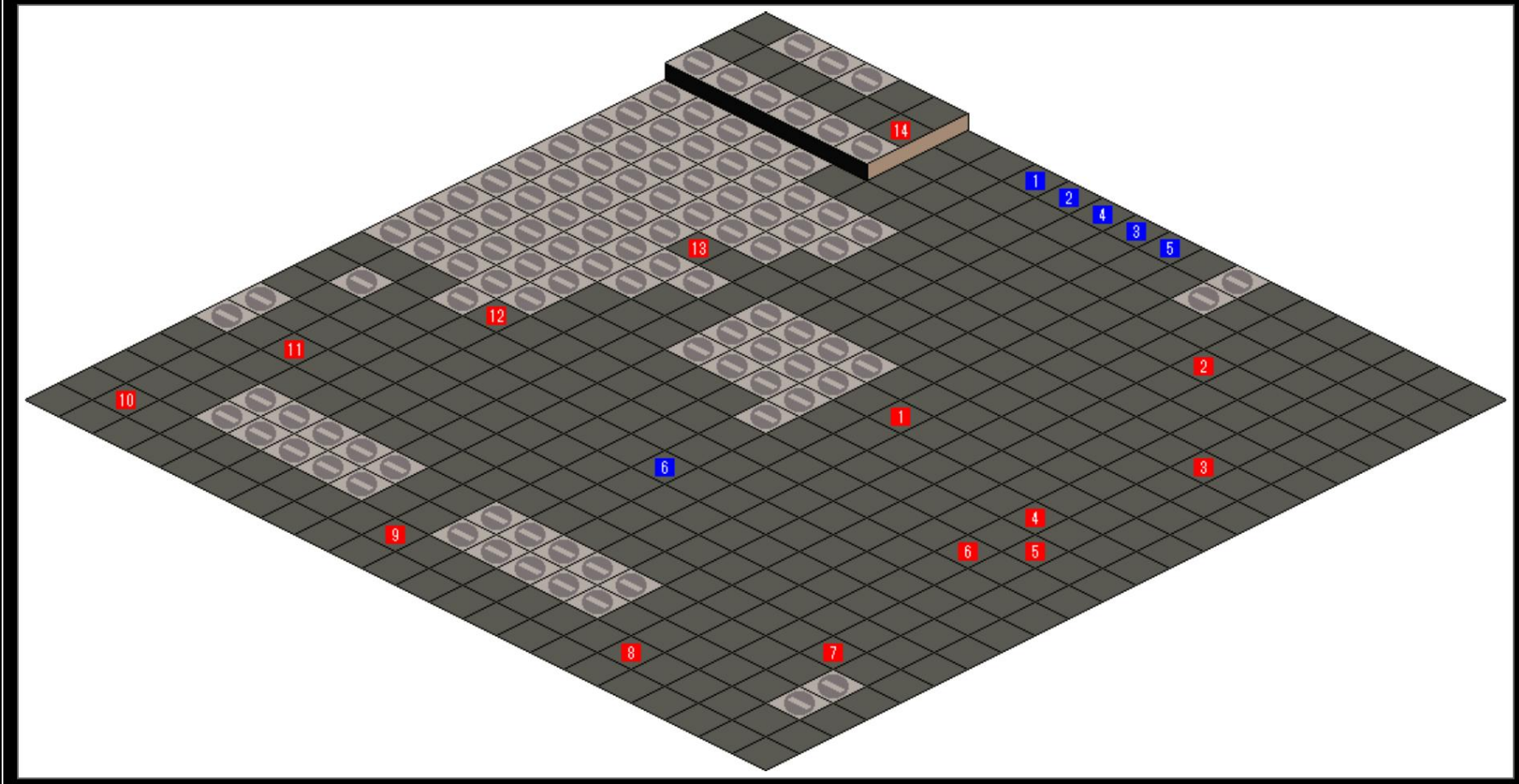
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	(From the second round onwards)	Selected sortie: Rain / Champ / Odd Eye / Gray	

map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Airborne Base, Forward Base "Daytime"	15ÿ	3		2		3	2



• Aisha's unit moves adjacent to Storm's unit. • On the 4th turn, helicopters (enemies 4-6 / 10) start moving and attack Aisha's unit first.

• How to prevent Aisha's plane from being shot down ÿ

ÿExampleÿÿ

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Parts available

• none

Up

Ally

No.	PILOT						MACHINE				WEAPON				ITEM	build reason fee use
	Name	State	Level Fight	Exp.	Level Fight	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
			Short		Short					Noise	L. Grip					
			Long		Long					R. Arm	R. Grip					
			Agility		Agility			Move		Legs	L. Shoulder					
											R. Shoulder					
1	Storm						WOLF HEAD									
2	Rain						BLUE IRIS									
3	Oddeye						WILD CAT									
4	Champ						CLAYMORE									
5	Gray						CRUSADER									
6	Aisha ÿNPCÿ	21					Jeep		200 ÿÿÿ							
		14	1450						-Large Unit- ÿNo Partsÿ							
		18	2550													
		13	1250													
		15	1555					12								

Up

enemy

No.	PILOT	MACHINE	WEAPON	enemy

- Arena/Opponent M-43 ÿ51

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	Name	Level		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			Attack break Bo Na ainage
		State	Fight Short Long Agility / Exp. / Fight Short Long Agility			Move		Noise R. Arm Legs	L. Grip R. Grip L. Shoulder R. Shoulder				
1	Attacker	25			ORGAN		150 ÿÿÿ						
		14	1400			penetrate	108	ARM PUNCH Impact -				1-1	
		27	4850				108	SNOW MAN hot-				1-1	990
		14	1400				120 ÿÿÿ						
		16	1850			17							
2	Attacker	25			ORGAN		150 ÿÿÿ						
		14	1400			penetrate	108	ARM PUNCH Impact -				1-1	
		14	1400				108	HEXA- F mkÿthrough-				2-4	990
		27	4850				120 ÿÿÿ						
		16	1850			17							
3	Attacker	25			ORGAN		150 ÿÿÿ						
		14	1400			penetrate	108	ARM PUNCH Impact -				1-1	
		27	4850				108	PAP-66	Through -			1-1	990
		14	1400				120 ÿÿÿ						
		16	1850			18							
4	Helicopter	27			HAH04 CASSOW		150 ÿÿÿ						
		15	1550				-Large Unit- ÿNo Partsÿ						
		22	3500						RAPTOR FX through-			1-1	575
		22	3500										
		17	2050			18			DONKEY DX hot		2	4-8	
5	Helicopter	27			HAH04 CASSOW		150 ÿÿÿ						
		15	1550				-Large Unit- ÿNo Partsÿ						
		22	3500						RAPTOR FX through-			1-1	575
		22	3500										
		17	2050			18			DONKEY DX hot		2	4-8	
6	Helicopter	27			HAH04 CASSOW		150 ÿÿÿ						
		15	1550				-Large Unit- ÿNo Partsÿ						
		22	3500						RAPTOR FX through-			1-1	575
		22	3500										
		17	2050			18			DONKEY DX hot		2	4-8	

7 Attacker	25			ORGAN	penetrate	150 ÿÿÿ								990
	14	1400				108 ARM PUNCH Impact -							1-1	
	27	4850				108 SNOW MAN hot-							1-1	
	14	1400				120 ÿÿÿ								
	16	1850			17									
8 Attacker	25			ORGAN	penetrate	150 ÿÿÿ								990
	14	1400				108 ARM PUNCH Impact -							1-1	
	27	4850				108 PAP-66		Through -					1-1	
	14	1400				120 ÿÿÿ								
	16	1850			18									
9 Attacker	25			ORGAN	penetrate	150 ÿÿÿ								990
	14	1400				108 ARM PUNCH Impact -							1-1	
	27	4850				108 PAP-66		Through -					1-1	
	14	1400				120 ÿÿÿ								
	16	1850			18									
10 Helicopter	27			HAH04 CASSOW		150 ÿÿÿ								575
	15	1550				-Large Unit- ÿNo Partsÿ								
	22	3500						RAPTOR FX through-					1-1	
	22	3500												
	17	2050			18			DONKEY DX hot			2		4-8	
11 Attacker	25			ORGAN	penetrate	150 ÿÿÿ								990
	14	1400				108 ARM PUNCH Impact -							1-1	
	14	1400				108 HEXA- F mkÿthrough-							2-4	
	27	4850				120 ÿÿÿ								
	16	1850			17									
12 Attacker	25			ORGAN	penetrate	150 ÿÿÿ								990
	14	1400				108 ARM PUNCH Impact -							1-1	
	27	4850				108 PAP-66		Through -					1-1	
	14	1400				120 ÿÿÿ								
	16	1850			18									
13 Attacker	25			ORGAN	penetrate	150 ÿÿÿ								990
	14	1400				108 ARM PUNCH Impact -							1-1	
	27	4850				108 PAP-66		Through -					1-1	
	14	1400				120 ÿÿÿ								
	16	1850			18									

14 Attacker	25			ORGAN	penetrate	150 ÿÿÿ									990
	14	1400				108 ARM PUNCH Impact -				1-1					
	14	1400				108 HEXA- F mkÿthrough-				2-4					
	27	4850				120 ÿÿÿ									
	16	1850			17										

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intermission

Movable facilities	headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Sam / Dean / John
	Hangar		
	Arena	Opponent	Long Bow / Rally / Ford / Long Bow / Rally / Ford / Mobs / Layla / Storm / Rain / Oddeye / Champ / Gray / Monk / Manticore / Chimera / Berserker / Wizard / Golem / Ogre / DarkKnight / Death / Nightmare / Iflit / Dragoon / Demon / Shaman / Necromancer / Druid / Witch / Vampire / Roy / Rich
		Stakes	800 / 1000 / 2000 / 5000 / 10000

headquarters

• Conversation

Event ÿ Mission 43 Late-night rescue mission

Mission43

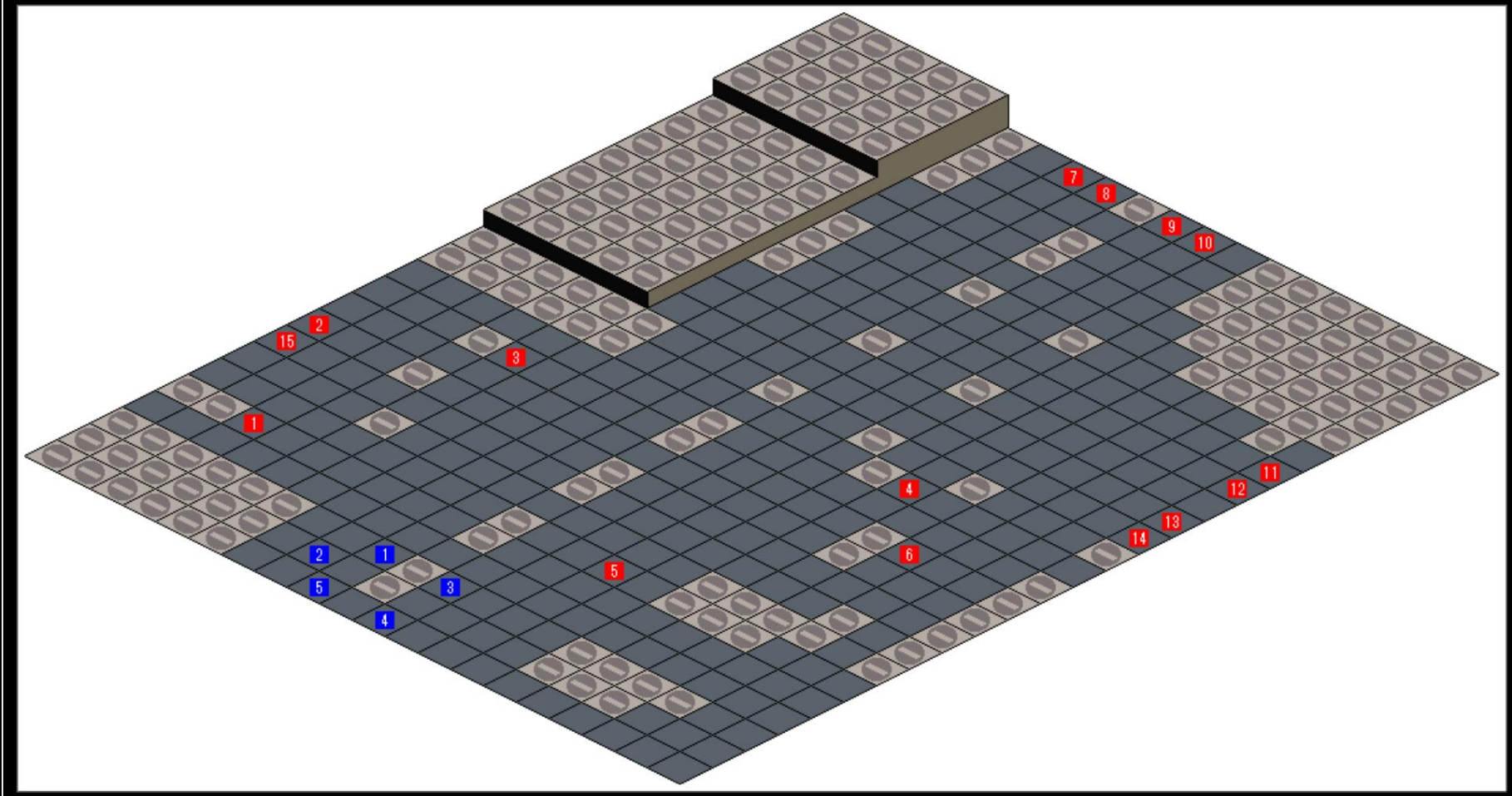
Mission 43: Late-night rescue mission	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$0		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

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map

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Not allowed to enter	0ÿ ÿ				

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	City "Night"	20ÿ	3	2	3	2



• After 6 turns have passed or all enemy units (enemy 1-6) have been destroyed, 9 enemy reinforcements (enemy 7-15) will appear.

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ÿ16
2016-03-18

Parts available

• none

Up

Ally

No.	PILOT							MACHINE					WEAPON					ITEM	build reason fee use
	Name	State	Level				Skill	Name	Attribute HP		Body		Body	Attribute Bullet Range					
			Fight	Exp.	Fight						Noise		L. Grip						
			Short		Short						R. Arm		R. Grip						
			Long		Long						Legs		L. Shoulder						
			Agility		Agility				Move				R. Shoulder						
1	Storm							WOLF HEAD											
2	Rain							BLUE IRIS											
3	Oddeye							WILD CAT											
4	Champ							CLAYMORE											
5	Gray							CRUSADER											

Up

enemy

No.	PILOT							MACHINE					WEAPON					enemy Attack break Bo Na
	Name	State	Level				Skill	Name	Attribute HP		Body		Body	Attribute Bullet Range				
			Fight	Exp.	Fight						Noise		L. Grip					
			Short		Short						R. Arm		R. Grip					
			Long		Long						Legs		L. Shoulder					
			Agility		Agility				Move				R. Shoulder					

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No.	PILOT							MACHINE				WEAPON					
	Name	Level					Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break Bo . Na vinegar
		State	Fight	Exp.	Fight						Noise	L. Grip				
			Short		Short						R. Arm	R. Grip				
			Long		Long						Legs	L. Shoulder				
			Agility		Agility				Move			R. Shoulder				
1	Attacker	25						ORGAN	penetrate	150 ÿÿÿ						990
		14		1400						108 ARM PUNCH Impact -					1-1	
		14		1400						108 HEXA- F mkÿthrough-					2-4	
		27		4850						120 ÿÿÿ						
		16		1850					17							
2	Attacker	25						ORGAN	penetrate	150 ÿÿÿ						990
		14		1400						108 ARM PUNCH Impact -					1-1	
		14		1400						108 HEXA- F mkÿthrough-					2-4	
		27		4850						120 ÿÿÿ						
		16		1850					17							
3	Attacker	25						ORGAN	penetrate	150 ÿÿÿ						990
		14		1400						108 ARM PUNCH Impact -					1-1	
		27		4850						108 PAP-66		Through -			1-1	
		14		1400						120 ÿÿÿ						
		16		1850					18							
4	Attacker	25						ORGAN	penetrate	150 ÿÿÿ						990
		14		1400						108 ARM PUNCH Impact -					1-1	
		27		4850						108 PAP-66		Through -			1-1	
		14		1400						120 ÿÿÿ						
		16		1850					18							
5	Attacker	25						ORGAN	penetrate	150 ÿÿÿ						990
		14		1400						108 ARM PUNCH Impact -					1-1	
		27		4850						108 PAP-66		Through -			1-1	
		14		1400						120 ÿÿÿ						
		16		1850					18							
6	Attacker	25						ORGAN	penetrate	150 ÿÿÿ						990
		14		1400						108 ARM PUNCH Impact -					1-1	
		27		4850						108 SNOW MAN hot-					1-1	
		14		1400						120 ÿÿÿ						
		16		1850					17							

No.	PILOT						MACHINE				WEAPON				
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight	Exp.	Fight					Noise	L. Grip				
			Short		Short					R. Arm	R. Grip				
			Long		Long					Legs	L. Shoulder				
			Agility		Agility			Move			R. Shoulder				
7	Attacker	25					ORGAN	penetrate	150 ÿÿÿ						990
		14	1400						108 ARM PUNCH Impact -					1-1	
		27	4850						108 SNOW MAN hot-					1-1	
		14	1400						120 ÿÿÿ						
		16	1850					17							
8	Attacker	25					ORGAN	penetrate	150 ÿÿÿ						990
		14	1400						108 ARM PUNCH Impact -					1-1	
		27	4850						108 SNOW MAN hot-					1-1	
		14	1400						120 ÿÿÿ						
		16	1850					17							
9	Attacker	25					ORGAN	penetrate	150 ÿÿÿ						990
		14	1400						108 ARM PUNCH Impact -					1-1	
		27	4850						108 SNOW MAN hot-					1-1	
		14	1400						120 ÿÿÿ						
		16	1850					17							
10	Attacker	25					ORGAN	penetrate	150 ÿÿÿ						990
		14	1400						108 ARM PUNCH Impact -					1-1	
		14	1400						108 HEXA- F mkÿthrough-					2-4	
		27	4850						120 ÿÿÿ						
		16	1850					17							
11	Attacker	25					ORGAN	penetrate	150 ÿÿÿ						990
		14	1400						108 ARM PUNCH Impact -					1-1	
		14	1400						108 HEXA- F mkÿthrough-					2-4	
		27	4850						120 ÿÿÿ						
		16	1850					17							
12	Attacker	25					ORGAN	penetrate	150 ÿÿÿ						990
		14	1400						108 ARM PUNCH Impact -					1-1	
		14	1400						108 HEXA- F mkÿthrough-					2-4	
		27	4850						120 ÿÿÿ						
		16	1850					17							

No.	PILOT					MACHINE			WEAPON					
	Name	Level		Exp.	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight	Fight				Noise	L. Grip					
			Short	Short				R. Arm	R. Grip					
			Long	Long				Legs	L. Shoulder					
			Agility	Agility			Move		R. Shoulder					
13	Missileer	25				ZERO		156 ÿÿÿ						1045
		15	1550				penetrate	108	ARM PUNCH Impact -			1-1		
		14	1450					108	ARM PUNCH Impact -			1-1		
		25	4300					120 ÿÿÿ						
		17	2050				18		DONKEY DX hot		2	4-8		
14	Missileer	25				ZERO		156 ÿÿÿ						1045
		15	1550				penetrate	108	ARM PUNCH Impact -			1-1		
		14	1450					108	ARM PUNCH Impact -			1-1		
		25	4300					120 ÿÿÿ						
		17	2050				18		DONKEY DX hot		2	4-8		
15	Missileer	25				ZERO		156 ÿÿÿ						1045
		15	1550					108	ARM PUNCH Impact -			1-1		
		14	1450					108	ARM PUNCH Impact -			1-1		
		25	4300					120 ÿÿÿ						
		17	2050				18		DONKEY DX hot		2	4-8		

Up

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• IntermissionÿMercenary BarracksÿHQ • Mission 45ÿ
MapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: After talking to Champ, Odd Eye, or Gray, you can move there.		
	Mercenary Barracks	TEAM MEMBERS	Storm / Rain (ÿ) / Champ / Odd Eye (ÿ) / Gray
		OTHERS	Yuji / Sam / Dean / John
	Hangar		
	Arena	Opponent	Long Bow / Rally / Ford / Long Bow / Rally / Ford / Mobs / Layla / Storm / Rain / Oddeye / Champ / Gray / Monk / Manticore / Chimera / Berserker / Wizard / Golem / Ogre / DarkKnight / Death / Nightmare / Iflit / Dragoon / Demon / Shaman / Necromancer / Druid / Witch / Vampire / Roy / Rich
		Stakes	800 / 1000 / 2000 / 5000 / 10000

(*) If you talk to a person in the headquarters and then talk to that person, that person will leave the room.

Mercenary

Barracks : Talk to Champ, Odd Eye, or Gray

headquarters

• Conversation Events

ÿ Mission events change depending on your choices ÿ Mission 45:

Information gathering

Mission45

Mission 45: Gather information	Victory Condition: Defeat all enemies	
	Defeat Condition: Shoot down the Storm plane	

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	Operation Reward H$8000	
	Select the unit to be deployed (From the second lap onwards)	Storm
		Selected sortie: Rain / Champ / Odd Eye / Gray



map

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Not allowed to enter	0ÿ ÿ				
	Grassland (Road) "Evening"	8ÿ	3	2	3	2

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Grassland "Evening"	8ÿ	3	2	3	2
	Mori "Evening"	20ÿ	4	2	3	3

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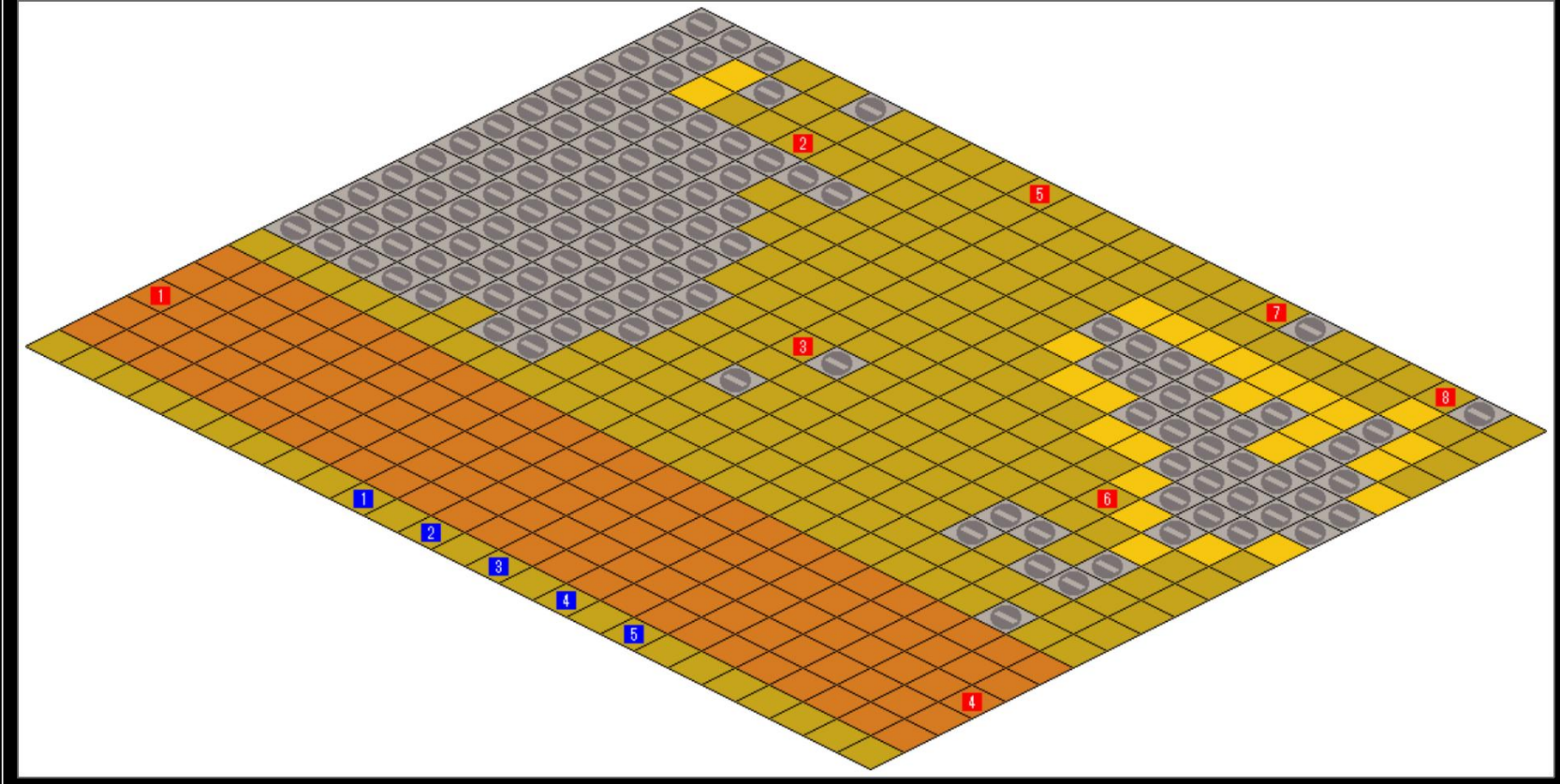
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Up

Parts available
• none

Up

Ally

No.	PILOT							MACHINE				WEAPON					ITEM	build reason fee use
	Name	Level	State	Fight	Exp.	Fight	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					
				Short		Short					Noise	L. Grip						
				Long		Long					R. Arm	R. Grip						
				Agility		Agility			Move		Legs	L. Shoulder						
												R. Shoulder						
1	Storm							WOLF HEAD										
2	Rain							BLUE IRIS										

- Arena/Opponent M-43
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No.	PILOT						MACHINE				WEAPON							
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			ITEM		build reason fee use
		State	Fight	Exp.	Fight					Noise	L. Grip							
			Short		Short					R. Arm	R. Grip							
			Long		Long					Legs	L. Shoulder							
			Agility		Agility			Move			R. Shoulder							
3	Oddeye						WILD CAT											
4	Champ						CLAYMORE											
5	Gray						CRUSADER											

Up

enemy

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break	
		State	Fight	Exp.	Fight					Noise	L. Grip				Bo	
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder				Na	
			Agility		Agility			Move			R. Shoulder				vinegar	
1	Attacker	27					TYPE67C	penetrate	168 ÿÿÿ							1060
		15	1650						132	ARM PUNCH Impact -				1-1		
		28	5100						132	THUNDER- B impact / hot-				1-4		
		15	1550						156 ÿÿÿ							
		17	2200					16								
2	Attacker	27					TYPE67C through		168 ÿÿÿ							
		15	1650						132	ARM PUNCH Impact -				1-1	1060	
		28	5100						132	THUNDER- B impact / hot-				1-4		

No.	PILOT						MACHINE			WEAPON				
	Name	Level		Exp.		Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vweapr
		State	Fight		Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility			Move		R. Shoulder				
			15		1550				156 ÿÿÿ					
			17		2200			16						
3	Attacker		27				TYPE67C	penetrate	168 ÿÿÿ					1060
			15		1650				132 ARM PUNCH Impact -				1-1	
			28		5100				132 THUNDER- B impact / hot-				1-4	
			15		1550				156 ÿÿÿ					
			17		2200			16						
4	Attacker		27				TYPE67C	penetrate	168 ÿÿÿ					1060
			15		1650				132 ARM PUNCH Impact -				1-1	
			28		5100				132 THUNDER- B impact / hot-				1-4	
			15		1550				156 ÿÿÿ					
			17		2200			16						
5	Attacker		27				TYPE67C	penetrate	168 ÿÿÿ					1060
			15		1650				108 TYPE67C MG through-				1-1	
			28		5100				132 BLACK STAR Penetration -				1-1	
			15		1550				156 ÿÿÿ					
			17		2200			17						
6	Attacker		27				TYPE67C	penetrate	168 ÿÿÿ					1060
			15		1650				108 TYPE67C MG through-				1-1	
			28		5100				132 BLACK STAR Penetration -				1-1	
			15		1550				156 ÿÿÿ					
			17		2200			17						
7	Attacker		27				TYPE67C	penetrate	168 ÿÿÿ					1060
			15		1650				108 TYPE67C MG through-				1-1	
			28		5100				132 BLACK STAR Penetration -				1-1	
			15		1550				156 ÿÿÿ					
			17		2200			17						
8	Attacker		27						168 ÿÿÿ					
			15		1650		TYPE67C through		108 TYPE67C MG through-				1-1	1060
			28		5100				132 BLACK STAR Penetration -				1-1	

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break	Bo
		State	Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					Na
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
		15		1550				156 ÿÿÿ								
		17		2200				17								

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• IntermissionÿMercenary BarracksÿHQ • Mission 45ÿ

MapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: After talking to Champ, Odd Eye, or Gray, you can move there.		
	Mercenary Barracks	TEAM MEMBERS Storm / Rain (ÿ) / Champ / Odd Eye (ÿ) / Gray	
		OTHERS	Yuji / Sam / Dean / John
	Hangar		
	Arena	Opponent	Long Bow / Rally / Ford / Long Bow / Rally / Ford / Mobs / Layla / Storm / Rain / Oddeye / Champ / Gray / Monk / Manticore / Chimera / Berserker / Wizard / Golem / Ogre / DarkKnight / Death / Nightmare / Iflit / Dragoon / Demon / Shaman / Necromancer / Druid / Witch / Vampire / Roy / Rich
		Stakes	800 / 1000 / 2000 / 5000 / 10000

(*) If you talk to a person in the headquarters and then talk to that person, that person will leave the room.

Mercenary

Barracks : Talk to Champ, Odd Eye, or Gray

headquarters

• Conversation Events

ÿ Mission events change depending on your choices ÿ Mission

45: Information gathering

Mission45

Mission 45: Gather information	Victory Condition: Defeat all enemies	
	Defeat Condition: Shoot down the Storm plane	

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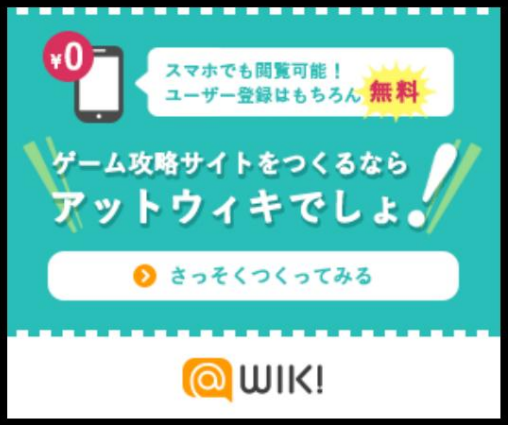
Operation Reward H$8000

Storm

Select the unit to be deployed

(From the second lap onwards)

Selected sortie: Rain / Champ / Odd Eye / Gray



map

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Not allowed to enter	0ÿ ÿ				
	Grassland (Road) "Evening"	8ÿ	3	2	3	2

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Grassland "Evening"	8ÿ	3	2	3	2
	Mori "Evening"	20ÿ	4	2	3	3

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others
• Parts availability list
Note
• Tips and tricks

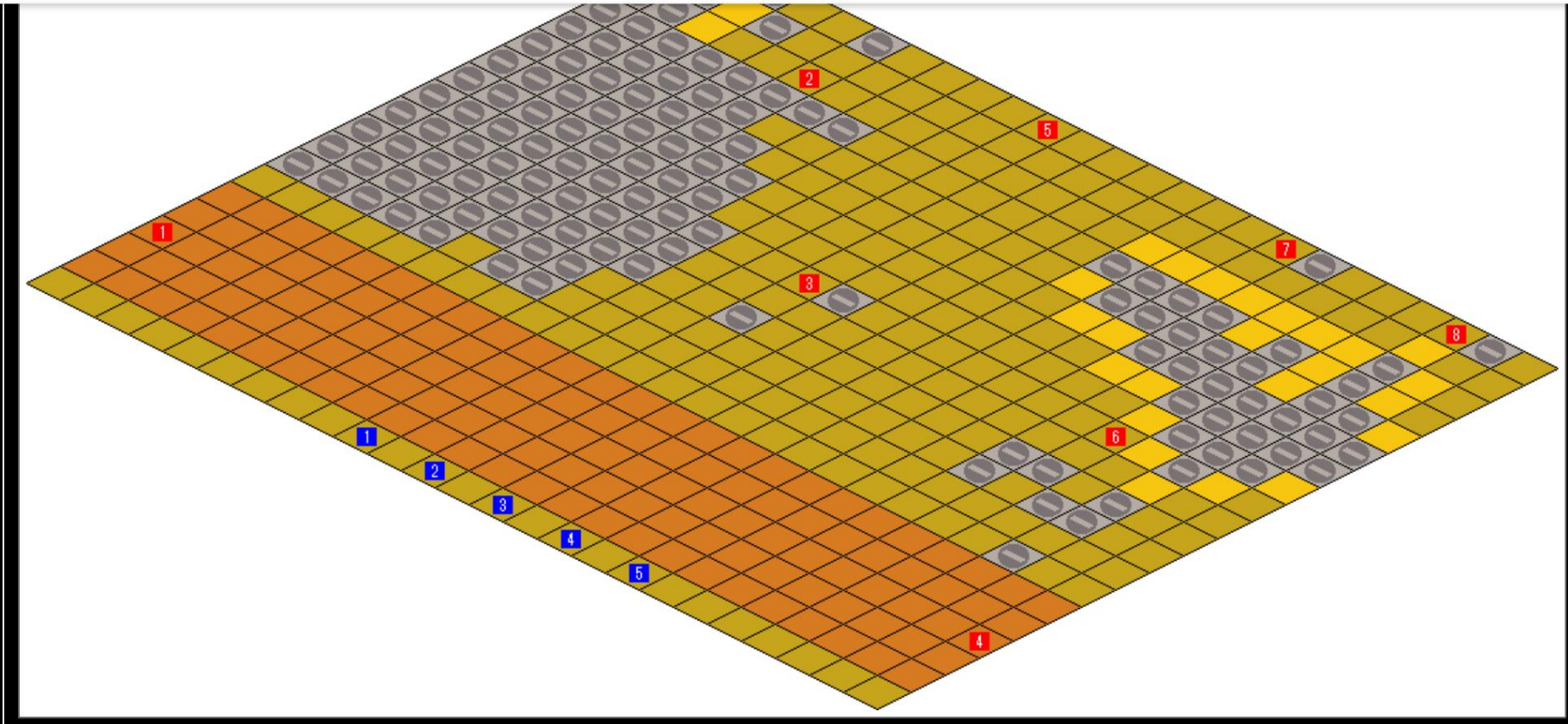
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Up

Parts available

• none

Up

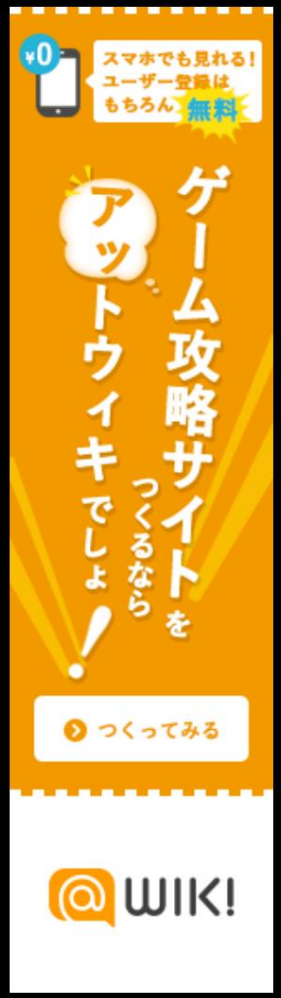
Ally

No.	PILOT							MACHINE				WEAPON					ITEM	build reason fee use
	Name	Level					Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					
		State	Fight	Exp.	Fight						Noise	L. Grip						
			Short		Short						R. Arm	R. Grip						
			Long		Long						Legs	L. Shoulder						
			Agility		Agility				Move			R. Shoulder						
1	Storm							WOLF HEAD										
2	Rain							BLUE IRIS										

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No.	Name	State	Fight	Exp.	Fight	Skill	Name	Attribute HP	Noise	L. Grip	Attribute Bullet Range	ITEM	build reason fee use
			Short		Short				R. Arm	R. Grip			
			Long		Long				Legs	L. Shoulder			
			Agility		Agility			Move		R. Shoulder			
3	Oddeye						WILD CAT						
4	Champ						CLAYMORE						
5	Gray						CRUSADER						

Up



enemy

No.	Name	State	Level Fight	Exp.	Level Fight	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range	enemy Attack break Bo Na vinegar
			Short		Short				Noise	L. Grip		
			Long		Long				R. Arm	R. Grip		
			Agility		Agility			Move	Legs	L. Shoulder		
										R. Shoulder		
1	Attacker		27				TYPE67C		168 ÿÿÿ			1060
			15	1650				penetrate	132	ARM PUNCH Impact -	1-1	
			28	5100					132	THUNDER- B impact / hot-	1-4	
			15	1550					156 ÿÿÿ			
			17	2200					16			
2	Attacker		27				TYPE67C through		168 ÿÿÿ			1060
			15	1650					132	ARM PUNCH Impact -	1-1	
			28	5100					132	THUNDER- B impact / hot-	1-4	

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No.	Name	State	Fight / Short / Long / Agility	Exp.	Fight / Short / Long / Agility	Skill	Name	Attribute HP	Noise / R. Arm / Legs / Move	L. Grip / R. Grip / L. Shoulder / R. Shoulder	Attribute Bullet Range			Bo / Na
			15	1550					156 ÿÿÿ					
			17	2200				16						
3	Attacker		27				TYPE67C	penetrate	168 ÿÿÿ					1060
			15	1650					132 ARM PUNCH Impact -				1-1	
			28	5100					132 THUNDER- B impact / hot-				1-4	
			15	1550					156 ÿÿÿ					
			17	2200				16						
4	Attacker		27				TYPE67C	penetrate	168 ÿÿÿ					1060
			15	1650					132 ARM PUNCH Impact -				1-1	
			28	5100					132 THUNDER- B impact / hot-				1-4	
			15	1550					156 ÿÿÿ					
			17	2200				16						
5	Attacker		27				TYPE67C	penetrate	168 ÿÿÿ					1060
			15	1650					108 TYPE67C MG through-				1-1	
			28	5100					132 BLACK STAR Penetration -				1-1	
			15	1550					156 ÿÿÿ					
			17	2200				17						
6	Attacker		27				TYPE67C	penetrate	168 ÿÿÿ					1060
			15	1650					108 TYPE67C MG through-				1-1	
			28	5100					132 BLACK STAR Penetration -				1-1	
			15	1550					156 ÿÿÿ					
			17	2200				17						
7	Attacker		27				TYPE67C	penetrate	168 ÿÿÿ					1060
			15	1650					108 TYPE67C MG through-				1-1	
			28	5100					132 BLACK STAR Penetration -				1-1	
			15	1550					156 ÿÿÿ					
			17	2200				17						
8	Attacker		27				TYPE67C through		168 ÿÿÿ					1060
			15	1650					108 TYPE67C MG through-				1-1	
			28	5100					132 BLACK STAR Penetration -				1-1	

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No.	Name	State	Fight	Exp.	Fight	Skill		Name	Attribute HP		Noise	L. Grip	Attribute Bullet Range				Bo
			Short		Short						R. Arm	R. Grip					
			Long		Long						Legs	L. Shoulder					Na
			Agility		Agility				Move			R. Shoulder					
			15		1550				156 ÿÿÿ								
			17		2200				17								

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Mission40	Mission41	Mission42	Mission43	Mission44	Mission45	Mission46	Mission47	Mission48	Mission49	Mission50	Mission51			Epilogue

• Intermission | Headquarters •

Mission 46 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Sam / Dean / John
	Hangar		
	Arena	Opponent	Long Bow / Rally / Ford / Long Bow / Rally / Ford / Mobs / Layla / Storm / Rain / Oddeye / Champ / Gray / Monk / Manticore / Chimera / Berserker / Wizard / Golem / Ogre / DarkKnight / Death / Nightmare / Iflit / Dragoon / Demon / Shaman / Necromancer / Druid / Witch / Vampire / Roy / Rich
		Stakes	800 / 1000 / 2000 / 5000 / 10000

headquarters

• Conversation Event

ÿ Mission 46 Assault on Building B

Mission46

Mission46 Building B Assault	Victory Condition:	Rescue Aisha	
	Defeat Condition:	Shoot down the Storm plane or the WAP carrying Aisha	
	Operation Reward	H$10,000	
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie:	Rain / Champ / Odd Eye / Gray

• The mission is cleared when Aisha's plane reaches the escape point. ÿ The mission is not cleared even if all enemies are shot down.

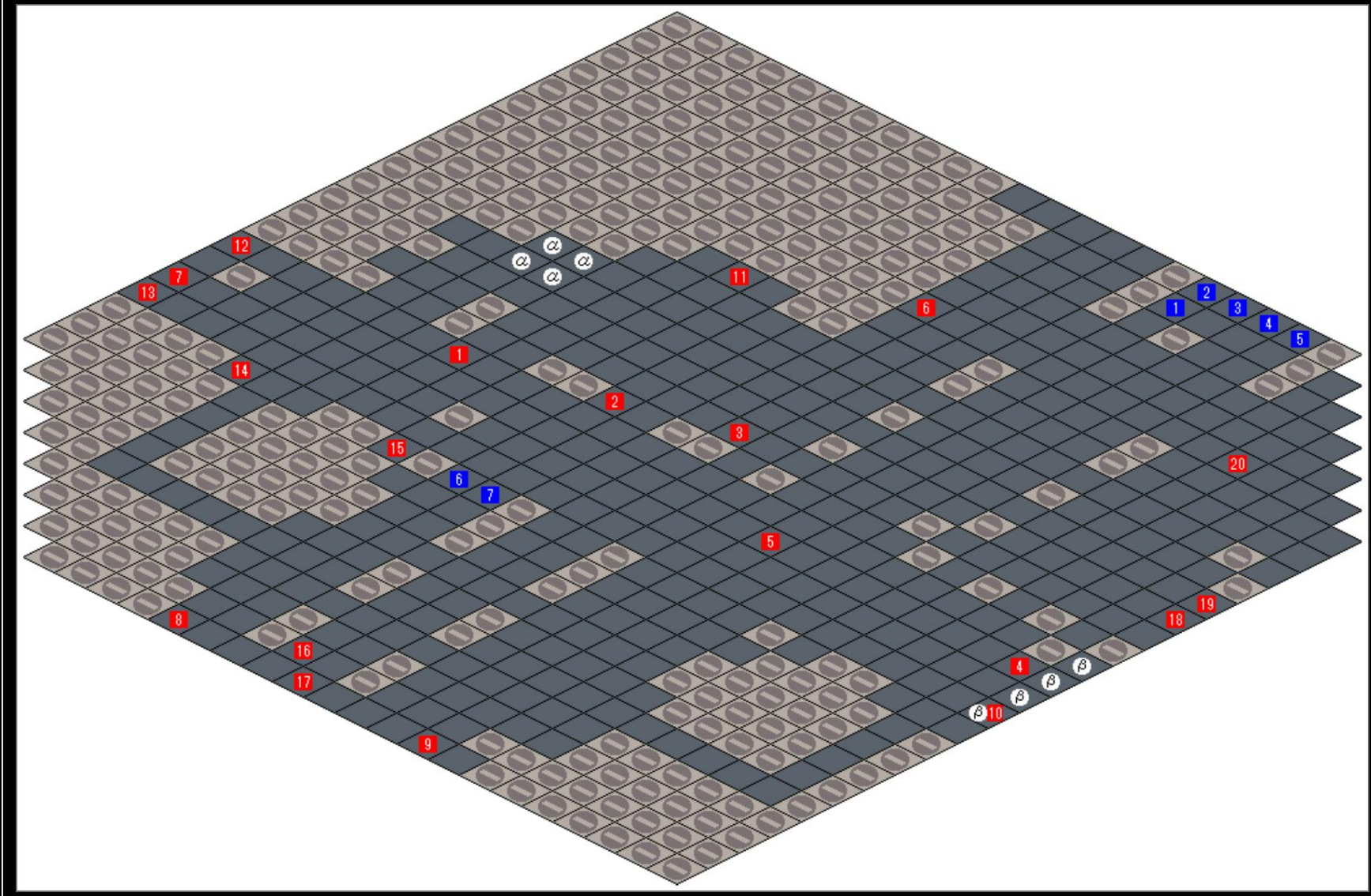
• Mission04-05
ÿ 04A ÿ 04B ÿ 05A ÿ 05B •
Mission06 •
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Mission10-11
ÿ 10A ÿ 10B ÿ 11A ÿ 11B •
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Mission23-25
ÿ 23A ÿ 23B ÿ 24A ÿ 24B ÿ 25A ÿ 25B • Mission26 • Mission27 •
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Mission49 •
Mission50

• You do not receive any enemy destruction bonuses for enemy units destroyed by a Chariot. • If a Chariot is destroyed, you will be charged for repairs.

map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ						

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire		
	City "Night"	20ÿ	3		2		3	2



• After 3 turns have passed, or when all enemy units (enemies 1-6) have been shot down, a rescue point (map ÿ) and 4 enemy reinforcements (enemies 7-10) will appear. • If even one of Storm's units reaches the rescue point, an escape point (map ÿ) and 10 enemy reinforcements (enemies 11-20) will appear.

• Mission51
• Epilogue

others
• Parts availability list
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Up

Number of hits

Now 3	
Today 1	
Yesterday 0	
Total 557	

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2016-03-20
• Arena/Opponent M-26
ÿ33
• Arena/Opponent M-09
ÿ16
2016-03-18

ÿ The aircraft that reaches the rescue point will be Aisha's aircraft.

Up

Parts available
• none

Up

Ally

No.	PILOT							MACHINE				WEAPON						
	Name	State	Level Fight	Exp.	Level Fight	Skill		Name	Attribute HP		Body	Body	Attribute Bullet Range			ITEM		build reason fee use
			Short		Short						Noise	L. Grip						
			Long		Long						R. Arm	R. Grip						
			Agility		Agility				Move		Legs	L. Shoulder						
												R. Shoulder						
1	Storm							WOLF HEAD										
2	Rain							BLUE IRIS										
3	Champ							CLAYMORE										
4	Oddeye							WILD CAT										
5	Gray							CRUSADER										
6	Tornado ÿNPCÿ	31						ZENITH-ÿ	hot	240		-					2333	
		14	1450							180		GRAVE S II+2 Penetration	-		1-1			
		28	5000							180		GRAVE S II+2 Penetration	-		1-1			
		26	4500							228		WS-14B						
		20	3000						22			WS-14B						
7	Napam	31				---		ZENITH-ÿ	hot	240		-					2333	

- Arena/Opponent M-43 ÿ51

2016-03-16

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- Mission48
- Mission47

No.	PILOT							MACHINE				WEAPON				ITEM	build reason fee use
	Name	Level	State	Fight	Exp.	Fight	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
				Short		Short					Noise	L. Grip					
				Long		Long					R. Arm	R. Grip					
				Agility		Agility			Move		Legs	L. Shoulder					
												R. Shoulder					
	ÿNPCÿ	14			1450					180	HEXA G3+2 Penetration -				2-4		
		26			4500					180	ARM PUNCH Impact -				1-1		
		28			5000					228	WS-14B						
		20			3000				22			WS-14B					

Up

enemy

No.	PILOT							MACHINE				WEAPON				enemy Attack break Bo Na vinegar
	Name	Level	State	Fight	Exp.	Fight	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			
				Short		Short					Noise	L. Grip				
				Long		Long					R. Arm	R. Grip				
				Agility		Agility			Move		Legs	L. Shoulder				
												R. Shoulder				
1	Attacker	28						FLUGEL	penetrate	174	ÿÿÿ					1060
		15			1550					132	ARM PUNCH Impact -				1-1	
		15			1550					132	WINEE- RR through-				2-4	
		30			5600					156	ÿÿÿ					
		18			2400				16							
2	Attacker	28						PERSE	penetrate	156	ÿÿÿ					1080
		15			1550					132	THUNDER- B impact / hot-				1-4	
		30			5600					132	ARM PUNCH Impact -				1-1	
		15			1550					156	ÿÿÿ					
		18			2400				18							
3	Attacker	28						PERSE	penetrate	156	ÿÿÿ					1080
		15			1550					132	THUNDER- B impact / hot-				1-4	
		30			5600					132	ARM PUNCH Impact -				1-1	
		15			1550					156	ÿÿÿ					
		18			2400				18							
4	Attacker	28						FLUGEL through		174	ÿÿÿ					
		15			1550					132	ARM PUNCH Impact -				1-1	1060
		15			1550					132	WINEE- RR through-				2-4	

No.	PILOT					MACHINE			WEAPON				
	Name	State	Level	Exp.	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
			Fight					Noise	L. Grip				
			Short					R. Arm	R. Grip				
			Long					Legs	L. Shoulder				
			Agility				Move		R. Shoulder				
		30		5600			156 ÿÿÿ						
		18		2400			16						
5	Missileer	27				BLIZZAIAÿ	penetrate	204 ÿÿÿ					1140
		15		1550				144 ARM PUNCH Impact -				1-1	
		15		1550				144 ARM PUNCH Impact -				1-1	
		27		4850				180 CRANE		hot	3	3-6	
		18		2400			16						
6	Missileer	27				BLIZZAIAÿ	penetrate	204 ÿÿÿ					1140
		15		1550				144 ARM PUNCH Impact -				1-1	
		15		1550				144 ARM PUNCH Impact -				1-1	
		27		4850				180 CRANE		hot	3	3-6	
		18		2400			16						
7	Attacker	28				PERSE	penetrate	156 ÿÿÿ					1080
		15		1550				132 THUNDER- B impact / hot-				1-4	
		30		5600				132 ARM PUNCH Impact -				1-1	
		15		1550				156 ÿÿÿ					
		18		2400			18						
8	Attacker	28				FLUGEL	penetrate	174 ÿÿÿ					1060
		15		1550				132 ARM PUNCH Impact -				1-1	
		15		1550				132 WINEE- RR through-				2-4	
		30		5600				156 ÿÿÿ					
		18		2400			16						
9	Attacker	28				PERSE	penetrate	156 ÿÿÿ					1080
		15		1550				132 THUNDER- B impact / hot-				1-4	
		30		5600				132 ARM PUNCH Impact -				1-1	
		15		1550				156 ÿÿÿ					
		18		2400			18						
10	Attacker	28				PERZEA through		156 ÿÿÿ					1080
		15		1550				132 THUNDER- B impact / hot-				1-4	
		30		5600				132 ARM PUNCH Impact -				1-1	

No.	PILOT						MACHINE				WEAPON				
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break Bo . Na vinegar
		State	Fight		Fight					Noise	L. Grip				
			Short		Short					R. Arm	R. Grip				
			Long		Long					Legs	L. Shoulder				
			Agility		Agility			Move			R. Shoulder				
		15		1550				156 ÿÿÿ							
		18		2400				18							
11	Missileer	27					BLIZZAIAÿ	204 ÿÿÿ							1140
		15		1550				penetrate	144 ARM PUNCH Impact -					1-1	
		15		1550					144 ARM PUNCH Impact -					1-1	
		27		4850					180 CRANE		hot	3		3-6	
		18		2400				16							
12	Attacker	28					FLUGEL	174 ÿÿÿ							1060
		15		1550				penetrate	132 ARM PUNCH Impact -					1-1	
		15		1550					132 WINEE- RR through-					2-4	
		30		5600					156 ÿÿÿ						
		18		2400				16							
13	Attacker	28					FLUGEL	174 ÿÿÿ							1060
		15		1550				penetrate	132 ARM PUNCH Impact -					1-1	
		15		1550					132 WINEE- RR through-					2-4	
		30		5600					156 ÿÿÿ						
		18		2400				16							
14	Missileer	27					BLIZZAIAÿ	204 ÿÿÿ							1140
		15		1550				penetrate	144 ARM PUNCH Impact -					1-1	
		15		1550					144 ARM PUNCH Impact -					1-1	
		27		4850					180 CRANE		hot	3		3-6	
		18		2400				16							
15	Missileer	27					BLIZZAIAÿ	204 ÿÿÿ							1140
		15		1550				penetrate	144 ARM PUNCH Impact -					1-1	
		15		1550					144 ARM PUNCH Impact -					1-1	
		27		4850					180 CRANE		hot	3		3-6	
		18		2400				16							
16	Missileer	27					BLIZZAIAÿthrough	204 ÿÿÿ							1140
		15		1550					144 ARM PUNCH Impact -					1-1	
		15		1550					144 ARM PUNCH Impact -					1-1	

No.	PILOT					MACHINE			WEAPON				
	Name	Level		Exp.	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na
		State	Fight		Fight			Noise	L. Grip				
			Short		Short			R. Arm	R. Grip				
			Long		Long			Legs	L. Shoulder				
			Agility		Agility		Move		R. Shoulder				
		27		4850			180	CRANE		hot	3	3-6	
		18		2400			16						
17	Missileer	27				BLIZZAIAÿ		204	ÿÿÿ				1140
		15		1550			penetrate	144	ARM PUNCH Impact -			1-1	
		15		1550				144	ARM PUNCH Impact -			1-1	
		27		4850				180	CRANE	hot	3	3-6	
		18		2400			16						
18	Missileer	27				BLIZZAIAÿ		204	ÿÿÿ				1140
		15		1550			penetrate	144	ARM PUNCH Impact -			1-1	
		15		1550				144	ARM PUNCH Impact -			1-1	
		27		4850				180	CRANE	hot	3	3-6	
		18		2400			16						
19	Missileer	27				BLIZZAIAÿ		204	ÿÿÿ				1140
		15		1550			penetrate	144	ARM PUNCH Impact -			1-1	
		15		1550				144	ARM PUNCH Impact -			1-1	
		27		4850				180	CRANE	hot	3	3-6	
		18		2400			16						
20	Attacker	28				FLUGEL		174	ÿÿÿ				1060
		15		1550			penetrate	132	ARM PUNCH Impact -			1-1	
		15		1550				132	WINEE- RR through-			2-4	
		30		5600				156	ÿÿÿ				
		18		2400			16						

Up

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Mission47

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Survey

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PILOT

SKILL •
Skill

WEAPON •
Grip •
Shoulder

PARTS •
Computer •
Body •
Arm L •
Arm R •
Legs •
Back Pack •
Large mobile weapons

ITEM
• Item

MISSION •
Mission01 •
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Mission03

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Mission27	Mission28	Mission29	Mission30	Mission31	Mission32	Mission33	Mission34	Mission35	Mission36	Mission37	Mission38	Mission39		
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• Intermission | Headquarters •

Mission 47 | Map | Obtainable Parts | Allies | Enemies

intermission

Movable facilities	headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Aisha / Yuji / Sam / Dean / John
	Hangar		
	Arena	Opponent	Long Bow / Rally / Ford / Long Bow / Rally / Ford / Mobs / Layla / Storm / Rain / Oddeye / Champ / Gray / Aisha / Monk / Manticore / Chimera / Berserker / Wizard / Golem / Ogre / DarkKnight / Death / Nightmare / Iflit / Dragoon / Demon / Shaman / Necromancer / Druid / Witch / Vampire / Roy / Rich
		Stakes	800 / 1000 / 2000 / 5000 / 10000

headquarters

• Conversation

Event ÿ Mission 47 Devil's Seed

Mission47

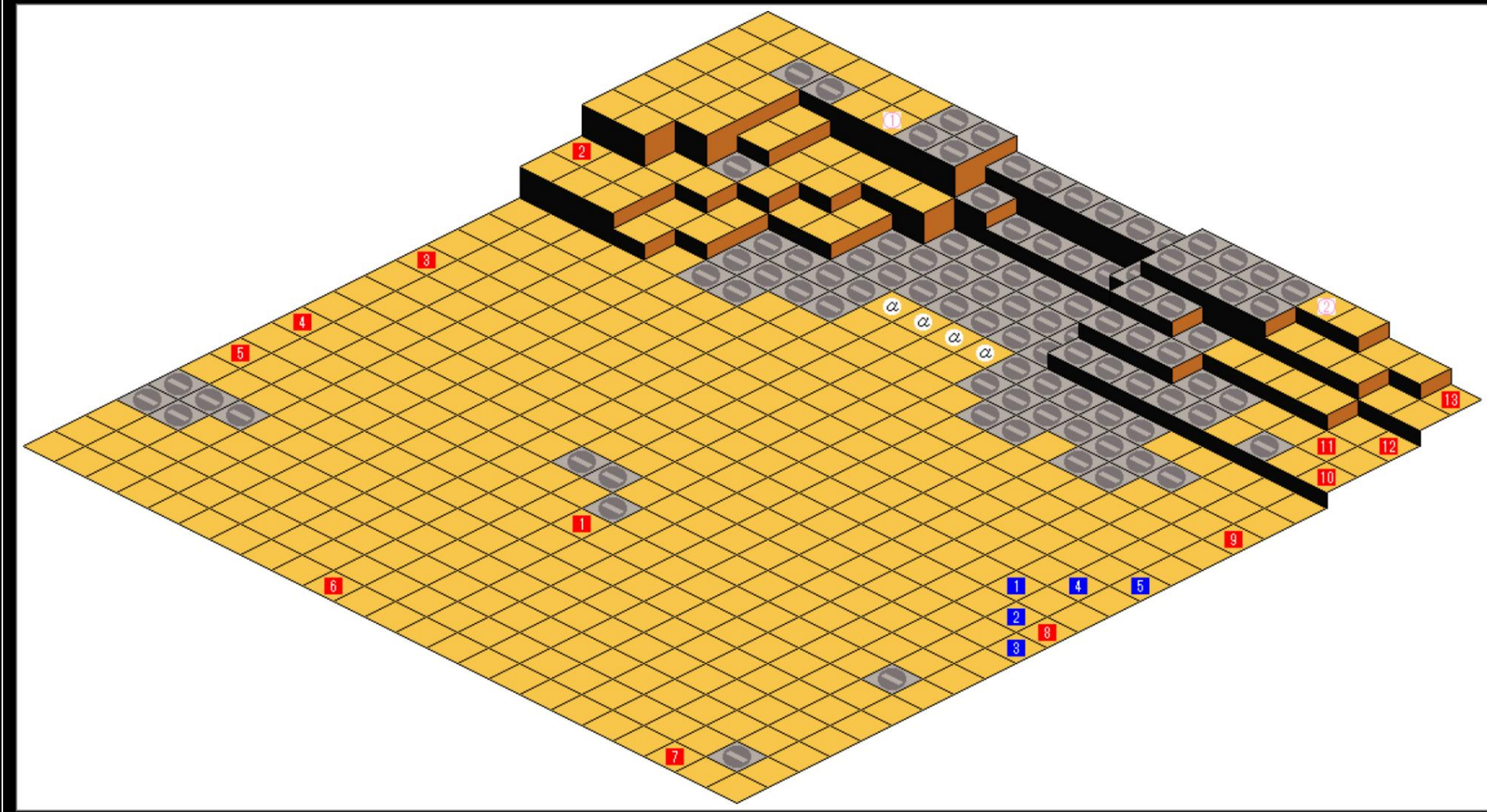
Mission 47 Devil's Seed	Victory Condition: Defeat all enemies		
	Defeat Condition: Shoot down the Storm plane		
	Operation Reward H$5000		
	Select the unit to be deployed (from the second round onwards)	Storm	
		Selected sortie: Rain / Champ / Odd Eye / Gray	

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• Mission09
• Mission10-11
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• Mission50

map

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Not allowed to enter	0ÿ ÿ				

terrain	name	Terrain effect fruit	Normal Hover	Tank Tire		
	Desert "Evening"	3ÿ	4	2	2	3



• If any of the Storm units reach the target point (map ÿ) and the turn ends, 13 enemy units (enemy 1-13) will appear.

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Up

Number of hits

Now 3	
Today 1	
Yesterday 0	
Total 810	

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Parts available

where to get	First Lap	2nd lap	After the 3rd lap
Map 1: Large	Mobile Weapon GEM	Arm L•R DRAGON HANDS	Arm L•R DRAGON HANDS+1
Map 2: Grip	COVET V300+1 large mobile weapon	EN	Large mobile weapon BUREN+1

Up

Ally

No.	PILOT						MACHINE				WEAPON					ITEM	build reason fee use
	Name	Level	State	Fight	Exp.	Fight	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range					
				Short		Short				Noise	L. Grip						
				Long		Long				R. Arm	R. Grip						
				Agility		Agility			Move	Legs	L. Shoulder						
											R. Shoulder						
1	Storm							WOLF HEAD									
2	Rain							BLUE IRIS									
3	Oddeye							WILD CAT									
4	Champ							CLAYMORE									
5	Gray							CRUSADER									

Up

enemy

No.	PILOT						MACHINE			WEAPON				enemy Attack break
	Name	Level	State	Fight	Exp.	Fight	Skill	Name Attribute HP	Body	Body	Attribute Bullet Range			Bo
				Short		Short			Noise	L. Grip				.
									R. Arm	R. Grip				Na

- Arena/Opponent M-43 ÿ51

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			Long Agility		Long Agility					Move	Legs	L. Shoulder R. Shoulder					vinegar
1	Missileer	27				BLIZZAIAÿ	penetrate	204 ÿÿÿ							1140		
		15	1550					144 ARM PUNCH Impact -					1-1				
		15	1550					144 ARM PUNCH Impact -					1-1				
		27	4850					180 CRANE	hot	3	3-6						
		18	2400				16		PROBATON HOT		3	3-6					
2	Missileer	27				BLIZZAIAÿ	penetrate	204 ÿÿÿ							1140		
		15	1550					144 ARM PUNCH Impact -					1-1				
		15	1550					144 ARM PUNCH Impact -					1-1				
		27	4850					180 CRANE	hot	3	3-6						
		18	2400				16		PROBATON HOT		3	3-6					
3	Missileer	27				BLIZZAIAÿ	penetrate	204 ÿÿÿ							1140		
		15	1550					144 ARM PUNCH Impact -					1-1				
		15	1550					144 ARM PUNCH Impact -					1-1				
		27	4850					180 CRANE	hot	3	3-6						
		18	2400				16		PROBATON HOT		3	3-6					
4	Missileer	27				BLIZZAIAÿ	penetrate	204 ÿÿÿ							1140		
		15	1550					144 ARM PUNCH Impact -					1-1				
		15	1550					144 ARM PUNCH Impact -					1-1				
		27	4850					180 CRANE	hot	3	3-6						
		18	2400				16		PROBATON HOT		3	3-6					
5	Missileer	27				BLIZZAIAÿ	penetrate	204 ÿÿÿ							1140		
		15	1550					144 ARM PUNCH Impact -					1-1				
		15	1550					144 ARM PUNCH Impact -					1-1				
		27	4850					180 CRANE	hot	3	3-6						
		18	2400				16		PROBATON HOT		3	3-6					
6	Missileer	27				BLIZZAIAÿ	penetrate	204 ÿÿÿ							1140		
		15	1550					144 ARM PUNCH Impact -					1-1				
		15	1550					144 ARM PUNCH Impact -					1-1				
		27	4850					180 CRANE	hot	3	3-6						
		18	2400				16		PROBATON HOT		3	3-6					
7	Attacker	28				PERZEA through		156 ÿÿÿ							1080		
		15	1550					132 BLACK STAR Penetration -					1-1				
		30	5600					132 WINEE- RR through-					2-4				

		15	1550				156 ÿÿÿ						
		18	2400			17							
8 Attacker		28			PERSE	penetrate	156 ÿÿÿ						1080
		15	1550				132 BLACK STAR Penetration -				1-1		
		30	5600				132 WINEE- RR through-				2-4		
		15	1550				156 ÿÿÿ						
		18	2400			17							
9 Attacker		28			PERSE	penetrate	156 ÿÿÿ						1080
		15	1550				132 BLACK STAR Penetration -				1-1		
		30	5600				132 WINEE- RR through-				2-4		
		15	1550				156 ÿÿÿ						
		18	2400			17							
10 Attacker		28			BLIZZAIAÿ	penetrate	204 ÿÿÿ						1100
		15	1550				132 ARM PUNCH Impact -				1-1		
		30	5600				132 CIRCULAR Impact -				1-1		
		15	1550				180 ÿÿÿ						
		18	2400			16							
11 Attacker		28			BLIZZAIAÿ	penetrate	204 ÿÿÿ						1100
		15	1550				132 ARM PUNCH Impact -				1-1		
		30	5600				132 CIRCULAR Impact -				1-1		
		15	1550				180 ÿÿÿ						
		18	2400			16							
12 Attacker		28			BLIZZAIAÿ	penetrate	204 ÿÿÿ						1100
		15	1550				132 ARM PUNCH Impact -				1-1		
		30	5600				132 CIRCULAR Impact -				1-1		
		15	1550				180 ÿÿÿ						
		18	2400			16							
13 Attacker		28			BLIZZAIAÿ	penetrate	204 ÿÿÿ						1100
		15	1550				132 ARM PUNCH Impact -				1-1		
		30	5600				132 CIRCULAR Impact -				1-1		
		15	1550				180 ÿÿÿ						
		18	2400			16							

Up

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Mission48

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• IntermissionÿMercenary BarracksÿHQ • Mission 48ÿ

MapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: After talking to Rain, Champ, or Gray, you can move there.		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Aisha / Yuji / Sam / Dean / John
	Hangar		
	Arena	Opponent	Long Bow / Rally / Ford / Long Bow / Rally / Ford / Mobs / Layla / Storm / Rain / Oddeye / Champ / Gray / Aisha / Monk / Manticore / Chimera / Berserker / Wizard / Golem / Ogre / DarkKnight / Death / Nightmare / Iflit / Dragoon / Demon / Shaman / Necromancer / Druid / Witch / Vampire / Roy / Rich
		Stakes	800 / 1000 / 2000 / 5000 / 10000

Mercenary

Barracks : Talk to Rain, Champ, or Gray

headquarters

• Conversation

Event ÿ Mission 48: The Deserter

Mission48

Mission48 Fugitive Force	Victory Condition: Defeat all enemies
	Defeat Condition: Shoot down the Storm plane
	Operation Reward H$5000
	Select the unit to be deployed. Storm

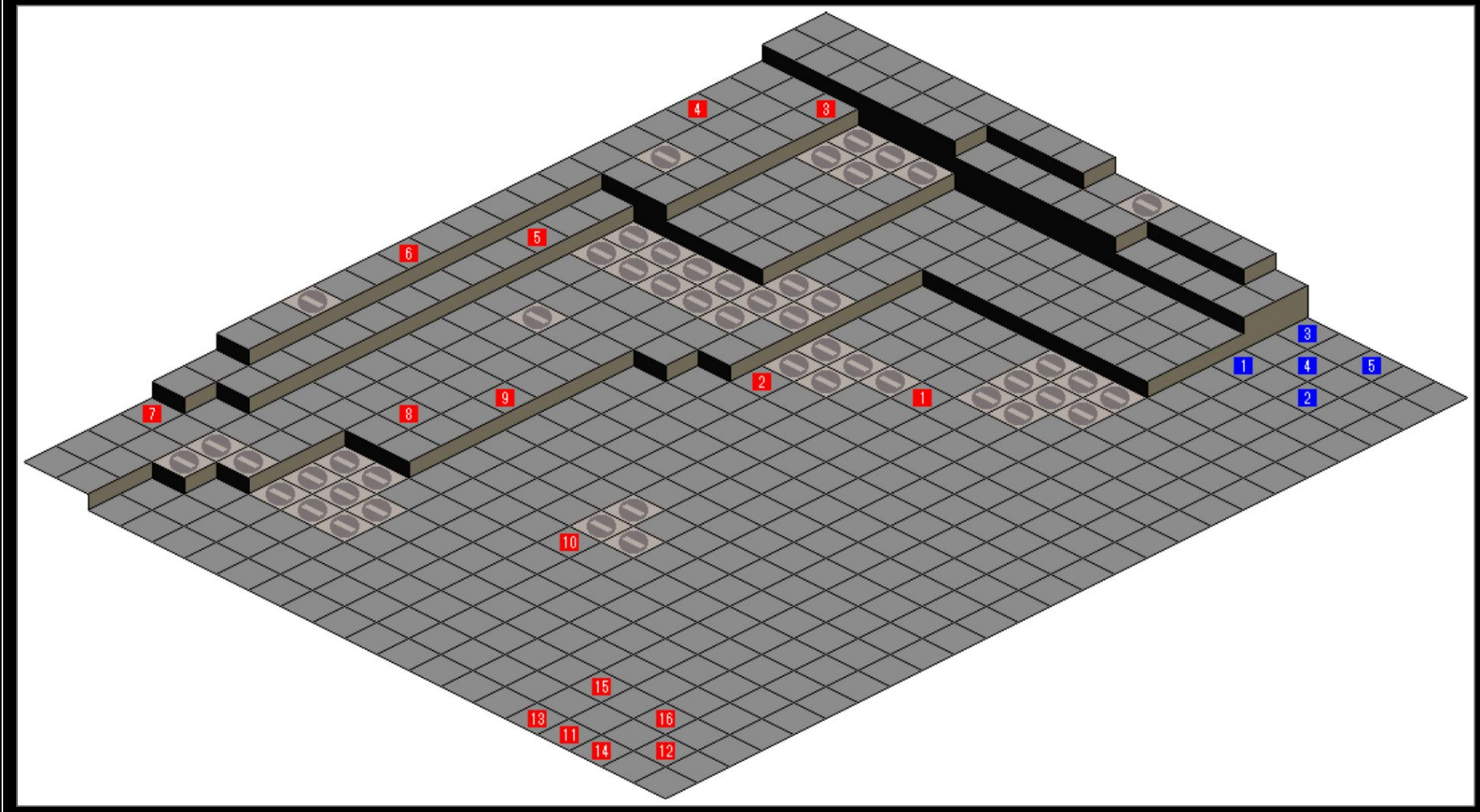
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	(From the second round onwards)	Selected sortie: Rain / Champ / Odd Eye / Gray	

map

terrain	name	Terrain Effects	Normal Hover	Tank	Tire		
	Not allowed to enter	0ÿ ÿ					

terrain	name	Terrain Effects	Normal Hover	Tank	Tire		
	Desert "Night"	3ÿ	4		2	2	3



• After 7 turns have passed, or when all enemy units (enemies 1-12) have been shot down, 4 enemy reinforcements (enemies 13-16) will appear.

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ÿ16
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Parts available

• none

Up

Ally

No.	PILOT							MACHINE					WEAPON					ITEM	build reason fee use
	Name	State	Level				Skill	Name	Attribute HP		Body	Move	Body	Attribute Bullet Range					
			Fight	Exp.	Fight						Noise		L. Grip						
			Short		Short						R. Arm		R. Grip						
			Long		Long						Legs		L. Shoulder						
			Agility		Agility								R. Shoulder						
1	Storm							WOLF HEAD											
2	Rain							BLUE IRIS											
3	Oddeye							WILD CAT											
4	Champ							CLAYMORE											
5	Gray							CRUSADER											

Up

enemy

No.	PILOT							MACHINE					WEAPON					enemy Attack break Bo . Na vinegar
	Name	State	Level				Skill	Name	Attribute HP		Body	Move	Body	Attribute Bullet Range				
			Fight	Exp.	Fight						Noise		L. Grip					
			Short		Short						R. Arm		R. Grip					
			Long		Long						Legs		L. Shoulder					
			Agility		Agility								R. Shoulder					

- Arena/Opponent M-43 ÿ51

2016-03-16

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No.	PILOT						MACHINE			WEAPON				
	Name	Level		Exp.		Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			enemy Attack break Bo Na vinegar
		State	Fight		Fight				Noise	L. Grip				
			Short		Short				R. Arm	R. Grip				
			Long		Long				Legs	L. Shoulder				
			Agility		Agility			Move		R. Shoulder				
1	Attacker	29					TYPE 150	192 ÿÿÿ						1270
		15	1700					120 Artassaut SP through-					1-1	
		34	6400					120 ARM PUNCH Impact -					1-1	
		15	1700					156 ÿÿÿ						
		18	2400					22						
2	Attacker	29					TYPE 150	192 ÿÿÿ						1270
		15	1700					120 Artassaut SP through-					1-1	
		34	6400					120 ARM PUNCH Impact -					1-1	
		15	1700					156 ÿÿÿ						
		18	2400					22						
3	Attacker	29					TYPE 150	192 ÿÿÿ						1270
		15	1700					120 Artassaut SP through-					1-1	
		34	6400					120 ARM PUNCH Impact -					1-1	
		15	1700					156 ÿÿÿ						
		18	2400					22						
4	Attacker	29					TYPE 150	192 ÿÿÿ						1270
		15	1700					120 Artassaut SP through-					1-1	
		34	6400					120 ARM PUNCH Impact -					1-1	
		15	1700					156 ÿÿÿ						
		18	2400					22						
5	Missileer	29					TYPE 103	192 ÿÿÿ						1205
		16	1900					108 BOA-40 Impact / Heat -					1-6	
		16	1900					108 ARM PUNCH Impact -					1-1	
		30	5500					144 ÿÿÿ						
		18	2500					20		B-PANTHER hot		3	3-6	
6	Attacker	29					TYPE 150	192 ÿÿÿ						1270
		15	1700					120 Artassaut SP through-					1-1	
		34	6400					120 ARM PUNCH Impact -					1-1	
		15	1700					156 ÿÿÿ						
		18	2400					22						

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break Bo . Na vinegar
		State	Fight	Exp.	Fight					Noise	L. Grip					
			Short		Short					R. Arm	R. Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
7	Commander	29					TYPE 150	192 ÿÿÿ								1270
		15	1700					120 Artassaut SP through-						1-1		
		34	6400					120 ARM PUNCH Impact -						1-1		
		15	1700					156 ÿÿÿ								
		18	2400					22								
8	Missileer	29					PEGASE	228 ÿÿÿ								1205
		16	1900					156 ARM PUNCH Impact -						1-1		
		16	1900					156 ARM PUNCH Impact -						1-1		
		30	5500					204 B-PANTHER HOT					3	3-6		
		18	2500					16								
9	Attacker	29					TYPE 150	192 ÿÿÿ								1270
		15	1700					120 Artassaut SP through-						1-1		
		34	6400					120 ARM PUNCH Impact -						1-1		
		15	1700					156 ÿÿÿ								
		18	2400					22								
10	Missileer	29					PEGASE	228 ÿÿÿ								1205
		16	1900					156 ARM PUNCH Impact -						1-1		
		16	1900					156 ARM PUNCH Impact -						1-1		
		30	5500					204 B-PANTHER HOT					3	3-6		
		18	2500					16								
11	Attacker	29					TYPE 150	192 ÿÿÿ								1270
		15	1700					120 Artassaut SP through-						1-1		
		34	6400					120 ARM PUNCH Impact -						1-1		
		15	1700					156 ÿÿÿ								
		18	2400					22								
12	Attacker	29					TYPE 150	192 ÿÿÿ								1270
		15	1700					120 Artassaut SP through-						1-1		
		34	6400					120 ARM PUNCH Impact -						1-1		
		15	1700					156 ÿÿÿ								
		18	2400					22								

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range			enemy Attack break	
		State	Fight	Exp.	Fight					Noise	L. Grip				Bo	
			Short		Short					R. Arm	R. Grip				Na	
			Long		Long					Legs	L. Shoulder				vinegar	
			Agility		Agility			Move			R. Shoulder					
13	Attacker	33					GAVEL	hot	800 ÿÿÿ							1325
		15	1700						-Large Unit- ÿNo Partsÿ		-					
		34	6400								FV-24B	Through -		1-1		
		28	5000								-					
		18	2400					16			-					
14	Attacker	33					GAVEL	hot	800 ÿÿÿ							1325
		15	1700						-Large Unit- ÿNo Partsÿ		-					
		34	6400								FV-24B	Through -		1-1		
		28	5000								-					
		18	2400					16			-					
15	Attacker	33					GIGAS	hot	600 ÿÿÿ							950
		15	1700						-Large Unit- ÿNo Partsÿ		-					
		34	6400								Artassaut SP through-			1-1		
		28	5000								-					
		18	2400					10			-					
16	Attacker	33					GIGAS	hot	600 ÿÿÿ							950
		15	1700						-Large Unit- ÿNo Partsÿ		-					
		34	6400								Artassaut SP through-			1-1		
		28	5000								-					
		18	2400					10			-					

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Large mobile weapon

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intermission

Movable facilities	Headquarters		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Sam / Dean / John
	Hangar Weapon/Part Addition		
	Arena	Opponent	Long Bow / Rally / Ford / Long Bow / Rally / Ford / Mobs / Layla / Storm / Rain / Oddeye / Champ / Gray / Aisha / Monk / Manticore / Chimera / Berserker / Wizard / Golem / Ogre / DarkKnight / Death / Nightmare / Iflit / Dragoon / Demon / Shaman / Necromancer / Druid / Witch / Vampire / Roy / Rich
		Stakes	800 / 1000 / 2000 / 5000 / 10000

Headquarters

• Conversation

Event ÿ Mission 49 Larcus' Tragedy

Hangar

ÿShopÿ

Mission 49

Mission 49: Larcus' Tragedy	Victory Condition: Investigate enemy facilities	
	Defeat Condition: Shoot down Storm or Odd Eye.	
	Operation Reward H$5000	
	Select the unit to be deployed	Storm / Odd Eye

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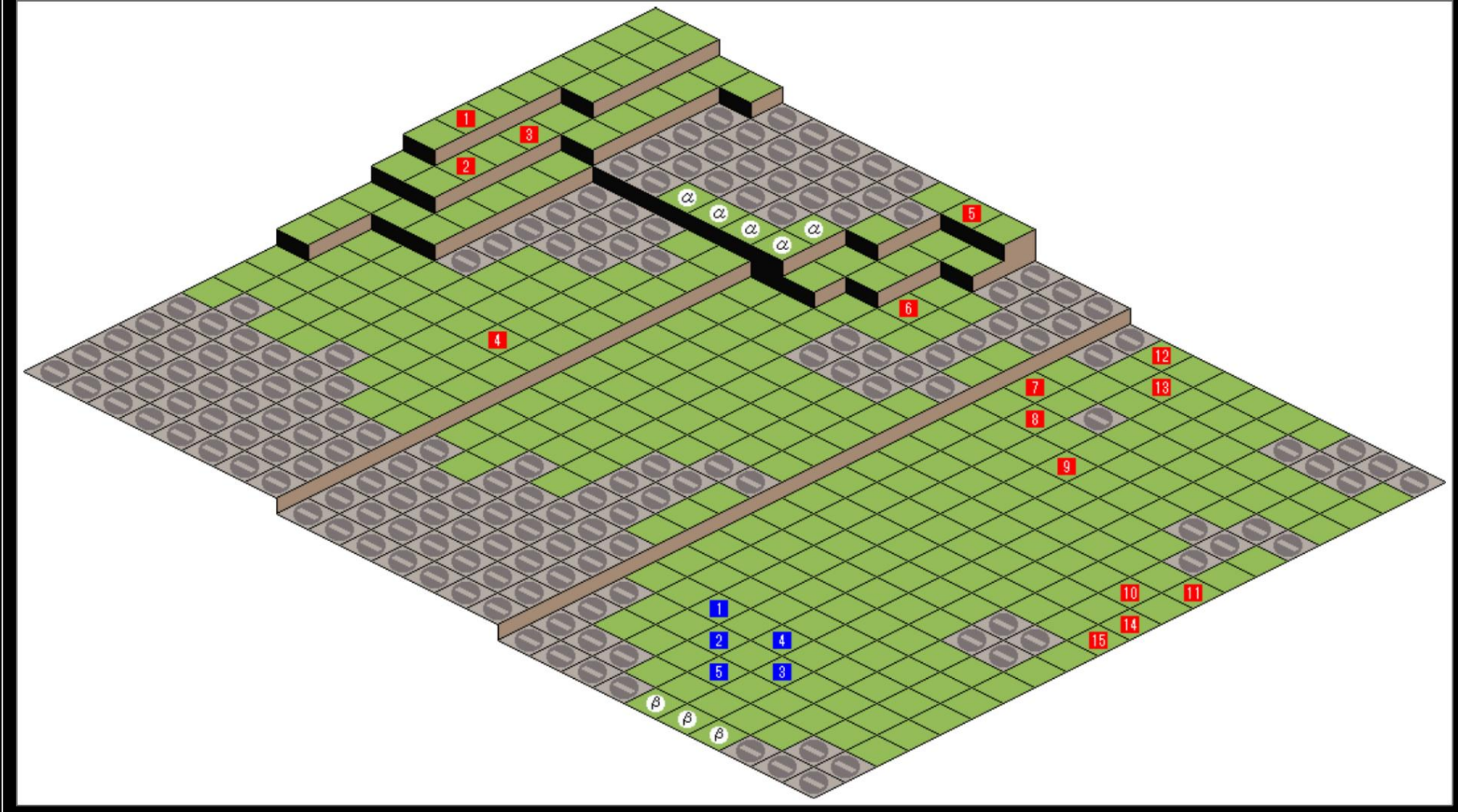
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• If even one of Storm's planes reaches the reconnaissance point (map ÿ) and the turn ends, the withdrawal point (map ÿ) and four enemy reinforcements (enemies 12-15) will appear.

ÿ Immediately after reaching the reconnaissance point, the Odd Eye aircraft will become inoperable, and will become operable from the next turn.

ÿ The dialogue changes depending on the aircraft that arrives at the

reconnaissance point. ÿ If you shoot down all enemy units (enemies 1 to 11) before moving to the reconnaissance point, you will not be attacked.

• It is enough if only one of the Storm Team reaches the evacuation point, so if you leave one near the evacuation point, you can clear the stage quickly.

Up

- Arena/Opponent M-43
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Parts available

- none

Up

Ally

No.	PILOT						MACHINE				WEAPON					ITEM	
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range					for
		State	Fight		Fight					L. Arm	L.Grip						
			Short		Short					R. Arm	R.Grip						
			Long		Long					Legs	L. Shoulder						
			Agility		Agility			Move			R. Shoulder						
1.	Storm						WOLF HEAD										-
2.	Rain						BLUE IRIS										
3.	Oddeye						WILD CAT										-
4	Champ						CLAYMORE										
5	Gray						CRUSADER										

Up

enemy

No.	PILOT						MACHINE				WEAPON					
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				Bo
		State	Fight		Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					Na
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					

No.	PILOT					MACHINE			WEAPON					
	Name	Level			Skill	Name	Attribute	HP	Body	Attribute	Bullet	Range		enemy Attack Break Bonus Nature
		State	Fight	Exp.	Fight				L. Arm	Body				
			Short		Short				R. Arm	L.Grip				
			Long		Long				Legs	R.Grip				
			Agility		Agility		Move			L. Shoulder				
										R. Shoulder				
1	Missile	29			---	PEGASE	Penetration	228	---					1205
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		30	5500		---			204	B-PANTHER Heat		3		3-6	
		18	2500		---		16		---					
2	Missile	29			---	PEGASE	Penetration	228	---					1205
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		30	5500		---			204	B-PANTHER Heat		3		3-6	
		18	2500		---		16		---					
3	Missile	29			---	PEGASE	Penetration	228	---					1205
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		30	5500		---			204	B-PANTHER Heat		3		3-6	
		18	2500		---		16		---					
4	Missile	29			---	PEGASE	Penetration	228	---					1205
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		30	5500		---			204	B-PANTHER Heat		3		3-6	
		18	2500		---		16		---					
5	Missile	29			---	PEGASE	Penetration	228	---					1205
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		30	5500		---			204	B-PANTHER Heat		3		3-6	
		18	2500		---		16		---					
6	Missile	29			---	PEGASE	Penetration	228	---					1205
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		16	1900		---			156	ARM PUNCH Impact	-			1-1	
		30	5500		---			204	B-PANTHER Heat		3		3-6	
		18	2500		---		16		---					

No.	PILOT						MACHINE				WEAPON					
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				enemy Attack Break Bo , Na vinegar
		State	Fight		Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
7.	Attacker	29				---	TYR		204	---						1190
		15		1700		---		Penetration	144		IBIS III	Penetration	-	2-4		
		15		1700		---			144		ARM PUNCH	Impact	-	1-1		
		34		6400		---			180	---						
		18		2400		---		18			---					
8.	Attacker	29				---	TYPE 150		192	---						1270
		15		1700		---		Penetration	120		BOA-40	Impact / Heat	-	1-6		
		34		6400		---			120		Artassaut SP	Penetration	-	1-1		
		15		1700		---			156	---						
		18		2400		---		-----			---					
9.	Attacker	29				---	TYR		204	---						1190
		15		1700		---		Penetration	144		IBIS III	Penetration	-	2-4		
		15		1700		---			144		ARM PUNCH	Impact	-	1-1		
		34		6400		---			180	---						
		18		2400		---		18			---					
10.	Attacker	29				---	TYPE 150		192	---						1270
		15		1700		---		Penetration	120		BOA-40	Impact / Heat	-	1-6		
		34		6400		---			120		Artassaut SP	Penetration	-	1-1		
		15		1700		---			156	---						
		18		2400		---		-----			---					
11	Attacker	29				---	TYR		204	---						1190
		15		1700		---		Penetration	144		IBIS III	Penetration	-	2-4		
		15		1700		---			144		ARM PUNCH	Impact	-	1-1		
		34		6400		---			180	---						
		18		2400		---		18			---					
12	Missile	29				---	PEGASE		228	---						1205
		16		1900		---		Penetration	156		ARM PUNCH	Impact	-	1-1		
		16		1900		---			156		ARM PUNCH	Impact	-	1-1		
		30		5500		---			204		B-PANTHER	Heat	3	3-6		
		18		2500		---		16			---					

No.	PILOT						MACHINE				WEAPON					
	Name	Level		Exp.		Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				enemy Attack Break Bo Na vinegar
		State	Fight		Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
13	Missile		29			---	PEGASE	Penetration	228	---						1205
			16	1900		---			156	ARM PUNCH Impact	-			1-1		
			16	1900		---			156	ARM PUNCH Impact	-			1-1		
			30	5500		---			204	B-PANTHER Heat			3	3-6		
			18	2500				16			---					
14	Attacker		29			---	TYR	Penetration	204	---						1190
			15	1700		---			144	IBIS III	Penetration	-		2-4		
			15	1700		---			144	ARM PUNCH Impact	-			1-1		
			34	6400		---			180	---						
			18	2400				18			---					
15	Attacker		29			---	TYR	Penetration	204	---						1190
			15	1700		---			144	IBIS III	Penetration	-		2-4		
			15	1700		---			144	ARM PUNCH Impact	-			1-1		
			34	6400		---			180	---						
			18	2400				18			---					

Up

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Mission 50 > figure

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PILOT

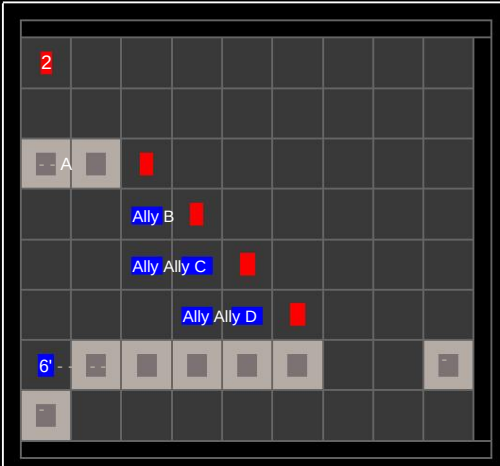
SKILLS

WEAPON •
Grip •
Shoulder

PARTS •
Computer •
Body •
Arm L •
Arm R •
Legs •
Back Pack •
Large mobile weapon

ITEM
• Item

MISSION
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Mission 50

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PILOT •
PILOT

SKILLS

WEAPON •
Grip •
Shoulder

PARTS •
Computer •
Body •
Arm L •
Arm R •
Legs •
Back Pack •
Large mobile weapon

ITEM
• Item

MISSION •
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• IntermissionÿMercenary BarracksÿHQ • Mission 50ÿ
MapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: After talking to Rain, Champ, or Gray, you can move there.		
	Mercenary Barracks	TEAM MEMBERS	Rain / Champ / Odd Eye / Gray
		OTHERS	Yuji / Ellen / Sam / Dean / John
	Hangar		
	Arena	Opponent	Long Bow / Rally / Ford / Long Bow / Rally / Ford / Mobs / Layla / Storm / Rain / Oddeye / Champ / Gray / Aisha / Monk / Manticore / Chimera / Berserker / Wizard / Golem / Ogre / DarkKnight / Death / Nightmare / Iflit / Dragoon / Demon / Shaman / Necromancer / Druid / Witch / Vampire / Roy / Rich
		Stakes	800 / 1000 / 2000 / 5000 / 10000

Mercenary

Barracks : Talk to Rain, Champ, or Gray

• Talk to Eren ÿ Get a weapon

First Lap	2nd lap	After the 3rd lap
Grip MOSTRO ÿ SZ+2 Grip FV-24B+2 Grip FIRE BIRD+2		

Headquarters

• Conversation Event

ÿ Mission 50 Experimental aircraft

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Mission 50

Mission 50 Experimental aircraft	Victory Condition:	Defeat all enemies
	Defeat Condition:	Shoot down Storm's plane or Aisha's plane
	Operation Reward	H$5000
	Select the unit to be deployed (from the second round onwards)	Storm
		Selected sortie: Rain / Champ / Odd Eye / Gray

map

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-

terrain	name	Terrain Effects	Normal	Hover	Tank	Tire	
	Mountains, Frontline "Night"	Ten%	3		2	Four	Four

• Mission51 •
Epilog

Others •
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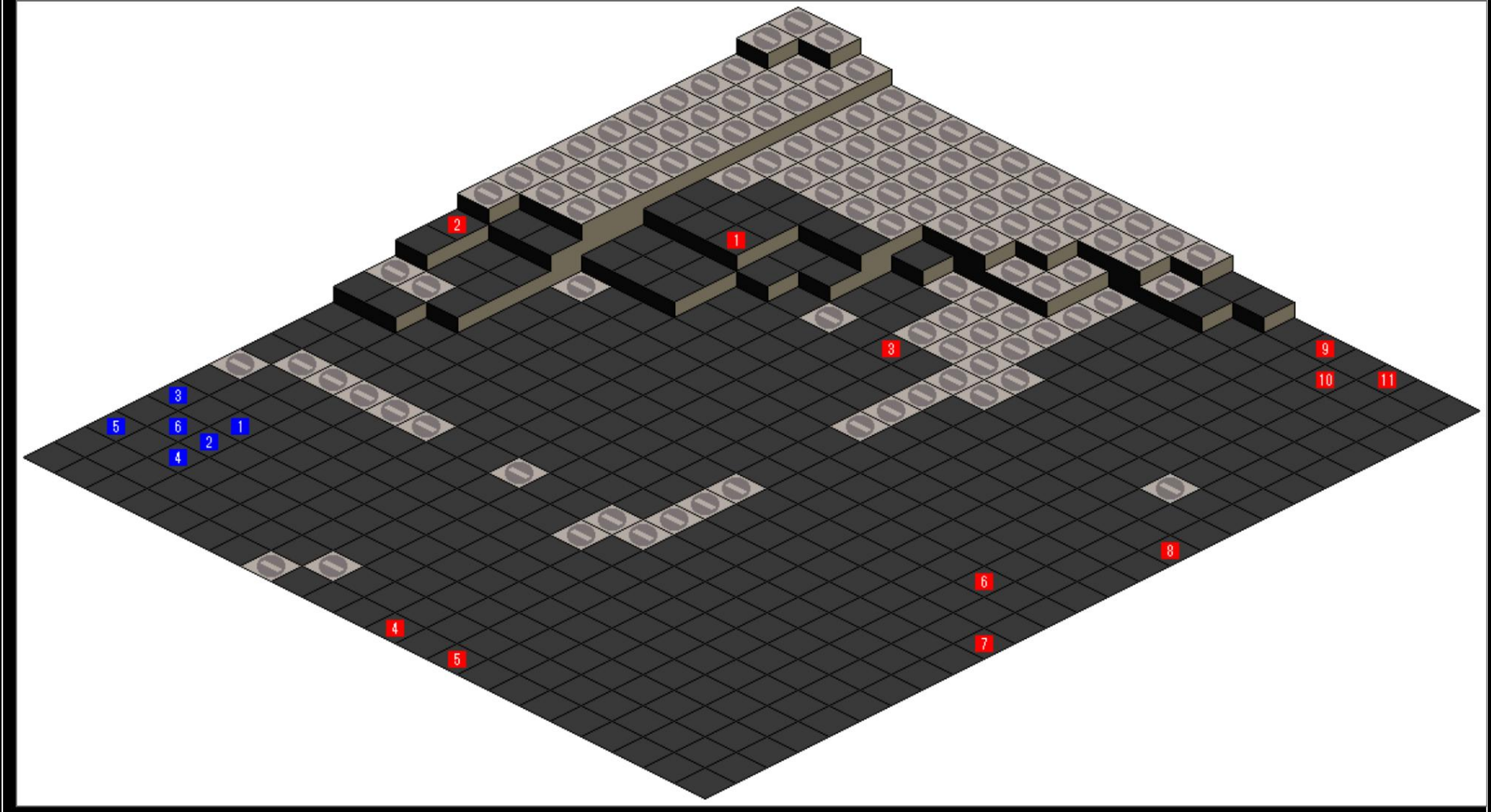
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Today	1
Yesterday	0
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• If you shoot down X-00a (enemy 1), 10 enemy reinforcements (enemies 2 to 11) will appear. • Aisha's unit will have a repair function.

• How to prevent Aisha's plane from being shot down on the second playthrough and higher difficulty levels

ÿÿExampleÿÿ

Up

- Arena/Opponent M-43
- ÿ51

2016-03-16

- Epilog
- Mission 51
- Mission 50
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- Mission 48
- Mission 47

Parts available

where to get	First Lap	2nd lap	After the 3rd lap
1 enemy shot down Legs	PHANTOM Legs	PHANTOM+1 Legs	PHANTOM+1
2 enemies shot down	PHANTOM Body	PHANTOM+1 Body	PHANTOM+1
Shoot down 3 enemies Arm L+R	PHANTOM Arm R	PHANTOM+1 Arm L	PHANTOM+1
Clear Reward:	Computer SI Prototype	Computer SI Prototype	Computer SI Prototype

Up

Ally

No.	PILOT						MACHINE			WEAPON				ITEM	Osamu Reason Kyonen for
	Name	Level				Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range				
		State	Fight	Exp.	Fight				L. Arm	L.Grip					
			Short		Short				R. Arm	R.Grip					
			Long		Long				Legs	L. Shoulder					
			Agility		Agility			Move		R. Shoulder					
1	Storm						WOLF HEAD								-
2	Rain						BLUE IRIS								
3	Oddeye						WILD CAT								
4	Champ						CLAYMORE								
5	Gray						CRUSADER								
6	Aisha	Infinity Sun				---	TYPE301 RS	Blazing Heat	450 ---						-
		16	2000			---			-Large Unit- (No Parts)	301RS MG piercing -		1-1			
		18	2550			---				301RS MG piercing -		1-1			
		16	2000			---				---					
		20	3000					15		---					

Up

enemy

No.	PILOT						MACHINE			WEAPON				enemy Attack Break Bo , Na vinegar
	Name	State	Level Fight	Exp.	Level Fight	Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range			
			Short		Short				L. Arm	L.Grip				
			Long		Long				R. Arm	R.Grip				
			Agility		Agility			Move	Legs	L. Shoulder				
										R. Shoulder				
1.	Attacker	31				---	X-00a	Blazing Heat	300	---				1625
		37		7400		---			190	X-00 PUNCH penetration / flame heat-			1-1	
		15		1700		---			190	X-00 PUNCH penetration / flame heat-			1-1	
		15		1700		---			240	---				
		19		2800				liability five		---				
2.	Attacker	31				---	X-00b	Blazing Heat	300	---				1625
		37		7400		---			190	X-00 PUNCH penetration / flame heat-			1-1	
		15		1700		---			190	X-00 PUNCH penetration / flame heat-			1-1	
		15		1700		---			240	---				
		19		2800				liability five		---				
3.	Attacker	31				---	X-00c	Blazing Heat	300	---				1625
		37		7400		---			190	X-00 PUNCH penetration / flame heat-			1-1	
		15		1700		---			190	X-00 PUNCH penetration / flame heat-			1-1	
		15		1700		---			240	---				
		19		2800				liability five		---				
4.	Attacker	31				---	TYPE 105	Penetration	216	---				1310
		15		1700		---			120	FV-24B	Penetration -		1-1	
		37		7400		---			120	ARM PUNCH Impact -			1-1	
		15		1700		---			156	---				
		19		2800				liability one		---				
5.	Attacker	31				---	PEGASE	Penetration	228	---				1280
		15		1700		---			230	W-GOAT II MG Penetration -			1-1	
		37		7400		---			156	MOSTRO III	Penetration -		1-1	
		15		1700		---			204	---				
		19		2800				17		---				
6	Attacker	31				---	PEGASE penetration		228	---				1280
		15		1700		---			230	W-GOAT II MG Penetration -			1-1	

No.	PILOT						MACHINE			WEAPON				
	Name	Level	State	Exp.	Fight / Short / Long / Agility	Skill	Name	Attribute HP / Move	Body / L. Arm / R. Arm / Legs	Body / L.Grip / R.Grip / L. Shoulder / R. Shoulder	Attribute Bullet Range			enemy Attack Break Bo Na vinegar
		37		7400		---			156	MOSTRO III	Penetration	-	1-1	
		15		1700		---			204	---				
		19		2800				17		---				
7	Attacker	31				---	PEGASE	Penetration	228	---				1280
		15		1700		---			230	W-GOAT II MG	Penetration	-	1-1	
		37		7400		---			156	MOSTRO III	Penetration	-	1-1	
		15		1700		---			204	---				
		19		2800		---		17		---				
8	Missile	30				---	VALS	Penetration	240	---				1400
		16		1900		---			180	ARM PUNCH Impact	-		1-1	
		16		1900		---			180	ARM PUNCH Impact	-		1-1	
		32		6000		---			228	B-PANTHER Heat	3		3-6	
		19		2800		---		16		ALBATROSS Hot Fever	3		3-6	
9	Missile	30				---	VALS	Penetration	240	---				1400
		16		1900		---			180	ARM PUNCH Impact	-		1-1	
		16		1900		---			180	ARM PUNCH Impact	-		1-1	
		32		6000		---			228	B-PANTHER Heat	3		3-6	
		19		2800		---		16		ALBATROSS Hot Fever	3		3-6	
10	Missile	30				---	VALS	Penetration	240	---				1400
		16		1900		---			180	ARM PUNCH Impact	-		1-1	
		16		1900		---			180	ARM PUNCH Impact	-		1-1	
		32		6000		---			228	B-PANTHER Heat	3		3-6	
		19		2800		---		16		ALBATROSS Hot Fever	3		3-6	
11	Missile	30				---	VALS	Penetration	240	---				1400
		16		1900		---			180	ARM PUNCH Impact	-		1-1	
		16		1900		---			180	ARM PUNCH Impact	-		1-1	
		32		6000		---			228	B-PANTHER Heat	3		3-6	
		19		2800		---		16		ALBATROSS Hot Fever	3		3-6	

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SKILLS

WEAPON •
Grip •
Shoulder

PARTS •
Computer •
Body •
Arm L •
Arm R •
Legs •
Back Pack •
Large mobile weapon

ITEM
• Item

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• IntermissionÿMercenary BarracksÿHQ • Mission 51ÿ
MapÿObtainable PartsÿAlliesÿEnemy

intermission

Movable facilities	Headquarters: After talking to Rain, Champ, Odd Eye, Gray, or Aisha, you can move there.		
	Mercenary Barracks	TEAM MEMBERS Rain / Champ / Odd Eye / Gray	
		OTHERS	Aisha / Yuji / Sam / Dean / John
	Hangar		
	Arena	Opponent	Long Bow / Rally / Ford / Long Bow / Rally / Ford / Mobs / Layla / Storm / Rain / Oddeye / Champ / Gray / Aisha / Monk / Manticore / Chimera / Berserker / Wizard / Golem / Ogre / DarkKnight / Death / Nightmare / Iflit / Dragoon / Demon / Shaman / Necromancer / Druid / Witch / Vampire / Roy / Rich
		Stakes	800 / 1000 / 2000 / 5000 / 10000

Mercenary

Barracks : Talk to Rain, Champ, Odd Eye, Gray, or Aisha

Headquarters

• Conversation Event

ÿ Mission 51 Start of the War

Mission 51

Mission 51: Start of the War	Victory Condition: Defeat all enemies
	Defeat Condition: Shoot down the Storm plane
	Operation Reward H$5000
	Select the unit to be deployed. Storm

• Mission04-05

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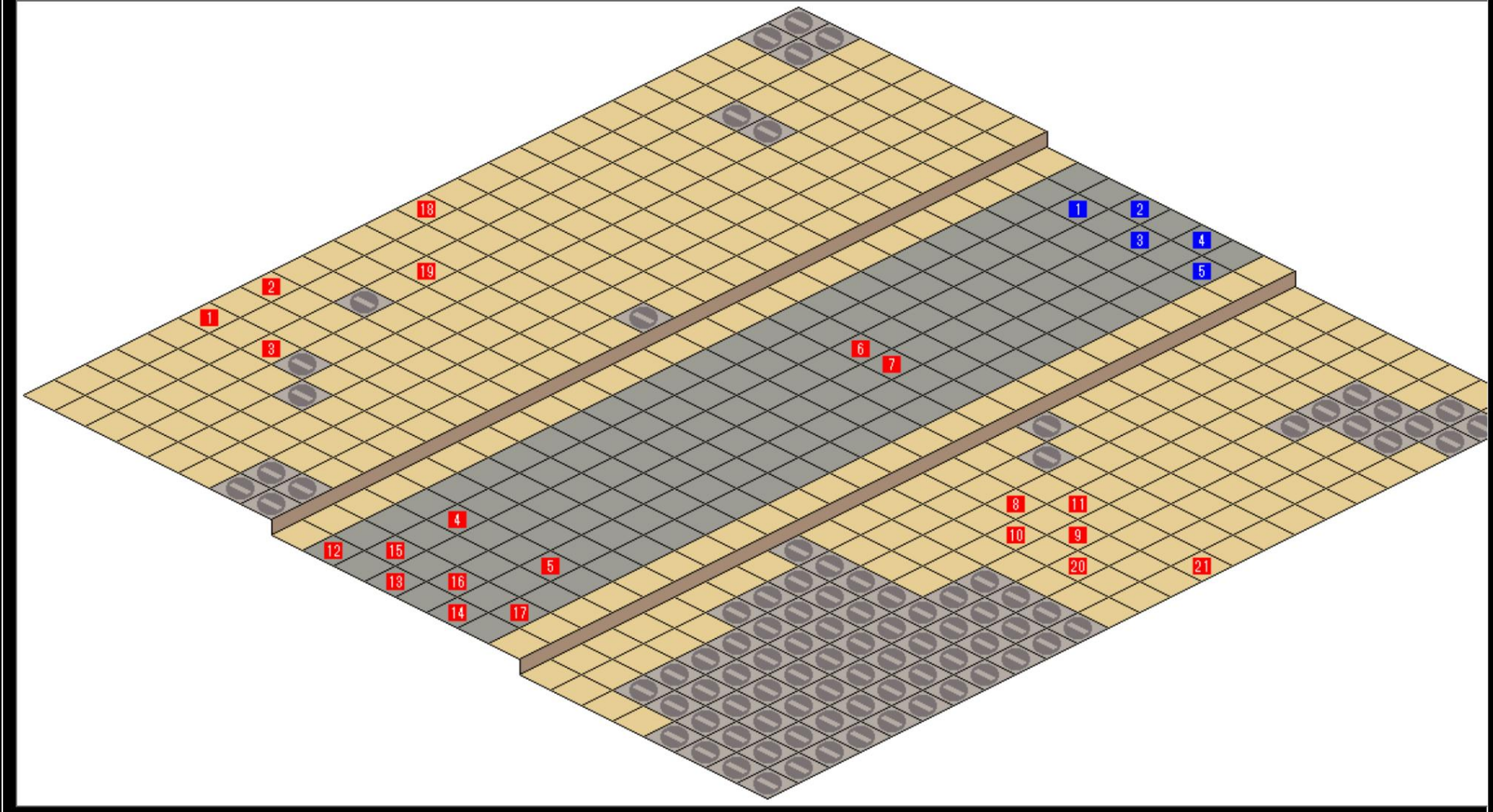
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-When you destroy 9 enemy units (enemy 1-11), 10 enemy reinforcements (enemy 12-21) will appear.

Up

- Arena/Opponent M-43
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Parts available

- none

Up

Ally

No.	PILOT							MACHINE					WEAPON					ITEM	Chiamu Reason for
	Name	State	Level		Exp.		Skill	Name	Attribute HP		Body		Body	Attribute Bullet Range					
			Fight	Fight							L. Arm		L.Grip						
			Short	Short							R. Arm		R.Grip						
			Long	Long							Legs		L. Shoulder						
			Agility	Agility					Move				R. Shoulder						
1.	Storm							WOLF HEAD											-
2.	Rain							BLUE IRIS											
3	Champ							CLAYMORE											
4.	Oddeye							WILD CAT											
5	Gray							CRUSADER											

Up

enemy

No.	PILOT							MACHINE					WEAPON					enemy Attack Break Bo Na
	Name	State	Level		Exp.		Skill	Name	Attribute HP		Body		Body	Attribute Bullet Range				
			Fight	Fight							L. Arm		L.Grip					
			Short	Short							R. Arm		R.Grip					
			Long	Long							Legs		L. Shoulder					
			Agility	Agility					Move				R. Shoulder					
1.	Attacker	20					---	CROF	-		96		---					540
		16	2000				---				72		DARK HOG+1 Penetration -				1-1	
		16	2000				---				72		ARM PUNCH Impact -				1-1	
		12	1000				---				72		---					
		12	1000				---		18				---					
2.	Attacker	20					---	BONART	-		108		---					555
		16	2000				---				72		MOSTRO-24 Penetration -				1-1	
		16	2000				---				72		SLAB Penetration -				2-3	
		12	1000				---				84		---					
		12	1000				---		16				---					

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute	HP		Body	Attribute	Bullet	Range	enemy Attack Break	
		State	Fight	Exp.	Fight					Body	L. Arm					
			Short		Short					L.Grip	R. Grip					
			Long		Long					R.Grip	R. Arm					
			Agility		Agility			Move		L. Shoulder	Legs					
										R. Shoulder						
3	Attacker	20				---	CROF	-	96	---						540
		16		2000		---			72	DARK HOG+1	Penetration	-			1-1	
		16		2000		---			72	ARM PUNCH	Impact	-			1-1	
		12		1000		---			72	---						
		12		1000		---		18		---						
4	Attacker	20				---	BONART	-	108	---						555
		16		2000		---			72	MOSTRO-24	Penetration	-			1-1	
		16		2000		---			72	SLAB	Penetration	-			2-3	
		12		1000		---			84	---						
		12		1000		---		16		---						
5	Attacker	20				---	CROF	-	96	---						540
		16		2000		---			54	CROF CN	penetration / heat	-			1-1	
		16		2000		---			54	CROF CN	penetration / heat	-			1-1	
		12		1000		---			72	---						
		12		1000		---		19		---						
6	Attacker	20				---	CROF	-	96	---						540
		16		2000		---			54	CROF CN	penetration / heat	-			1-1	
		16		2000		---			54	CROF CN	penetration / heat	-			1-1	
		12		1000		---			72	---						
		12		1000		---		19		---						
7	Attacker	20				---	BONART	-	108	---						555
		16		2000		---			72	MOSTRO-24	Penetration	-			1-1	
		16		2000		---			72	SLAB	Penetration	-			2-3	
		12		1000		---			84	---						
		12		1000		---		16		---						
8	Missile	17				---	ZEARAID	-	84	---						510
		12		1000		---			48	ARM PUNCH	Impact	-			1-1	
		12		1000		---			48	ARM PUNCH	Impact	-			1-1	
		16		2000		---			60	EGRET+1	Blazing Heat		3		3-6	
		12		1000		---		19		EGRET+1	Blazing Heat		3		3-6	

No.	PILOT						MACHINE			WEAPON					
	Name	Level		Exp.		Skill	Name	Attribute HP	Body	Body	Attribute Bullet Range				enemy Attack Break Bo , Na vinegar
		State	Fight		Fight				L. Arm	L.Grip					
			Short		Short				R. Arm	R.Grip					
			Long		Long				Legs	L. Shoulder					
			Agility		Agility			Move		R. Shoulder					
9	Missile	17				--- --- --- --- ---	ZEARAID	-	84	---					510
		12		1000					48	ARM PUNCH Impact	-			1-1	
		12		1000					48	ARM PUNCH Impact	-			1-1	
		16		2000					60	EGRET+1	Blazing Heat	3		3-6	
		12		1000				19		EGRET+1	Blazing Heat	3		3-6	
10	Missile	17				--- --- --- --- ---	ZEARAID	-	84	---					510
		12		1000					48	ARM PUNCH Impact	-			1-1	
		12		1000					48	ARM PUNCH Impact	-			1-1	
		16		2000					60	EGRET+1	Blazing Heat	3		3-6	
		12		1000				19		EGRET+1	Blazing Heat	3		3-6	
11	Missile	17				--- --- --- --- ---	ZEARAID	-	84	---					510
		12		1000					48	ARM PUNCH Impact	-			1-1	
		12		1000					48	ARM PUNCH Impact	-			1-1	
		16		2000					60	EGRET+1	Blazing Heat	3		3-6	
		12		1000				19		EGRET+1	Blazing Heat	3		3-6	
12	Attacker	20				--- --- --- --- ---	CROF	-	96	---					540
		16		2000					72	DARK HOG+1 Penetration	-			1-1	
		16		2000					72	ARM PUNCH Impact	-			1-1	
		12		1000					72	---					
		12		1000				18		---					
13.	Attacker	20				--- --- --- --- ---	CROF	-	96	---					540
		16		2000					72	DARK HOG+1 Penetration	-			1-1	
		16		2000					72	ARM PUNCH Impact	-			1-1	
		12		1000					72	---					
		12		1000				18		---					
14	Attacker	20				--- --- --- --- ---	BONART	-	108	---					555
		16		2000					72	MOSTRO-24 Penetration	-			1-1	
		16		2000					72	SLAB	Penetration	-		2-3	
		12		1000					84	---					
		12		1000				16		---					

No.	PILOT						MACHINE				WEAPON					enemy Attack Break Bo . Na vinegar
	Name	State	Level		Exp.	Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				
			Fight	Fight						L. Arm	L.Grip					
			Short	Short						R. Arm	R.Grip					
			Long	Long						Legs	L. Shoulder					
			Agility	Agility				Move			R. Shoulder					
15	Missile	17				--- --- --- --- ---	ZEARAID	-	84		---					510
		12	1000						48	ARM PUNCH Impact	-			1-1		
		12	1000						48	ARM PUNCH Impact	-			1-1		
		16	2000						60	EGRET+1	Blazing Heat	3		3-6		
		12	1000					19		EGRET+1	Blazing Heat	3		3-6		
16	Missile	17				--- --- --- --- ---	ZEARAID	-	84		---					510
		12	1000						48	ARM PUNCH Impact	-			1-1		
		12	1000						48	ARM PUNCH Impact	-			1-1		
		16	2000						60	EGRET+1	Blazing Heat	3		3-6		
		12	1000					19		EGRET+1	Blazing Heat	3		3-6		
17	Missile	17				--- --- --- --- ---	ZEARAID	-	84		---					510
		12	1000						48	ARM PUNCH Impact	-			1-1		
		12	1000						48	ARM PUNCH Impact	-			1-1		
		16	2000						60	EGRET+1	Blazing Heat	3		3-6		
		12	1000					19		EGRET+1	Blazing Heat	3		3-6		
18	Attacker	20				--- --- --- --- ---	CROF	-	96		---					540
		16	2000						54	CROF CN penetration / heat	-			1-1		
		16	2000						54	CROF CN penetration / heat	-			1-1		
		12	1000						72	---						
		12	1000					19		---						
19	Attacker	20				--- --- --- --- ---	BONART	-	108		---					555
		16	2000						72	MOSTRO-24 Penetration	-			1-1		
		16	2000						72	SLAB	Penetration	-		2-3		
		12	1000						84	---						
		12	1000					16		---						
20	Missile	17				--- --- --- --- ---	ZEARAID	-	84		---					510
		12	1000						48	ARM PUNCH Impact	-			1-1		
		12	1000						48	ARM PUNCH Impact	-			1-1		
		16	2000						60	EGRET+1	Blazing Heat	3		3-6		
		12	1000					19		EGRET+1	Blazing Heat	3		3-6		

No.	PILOT						MACHINE				WEAPON					
	Name	Level				Skill	Name	Attribute HP		Body	Body	Attribute Bullet Range				enemy Attack Break Bo , Na vinegre
		State	Fight	Exp.	Fight					L. Arm	L.Grip					
			Short		Short					R. Arm	R.Grip					
			Long		Long					Legs	L. Shoulder					
			Agility		Agility			Move			R. Shoulder					
21 Missile		17				---	ZEARAID	-	84		---					510
		12		1000		--- ---			48	ARM PUNCH Impact	-			1-1		
		12		1000		--- ---			48	ARM PUNCH Impact	-			1-1		
		16		2000		---			60	EGRET+1	Blazing Heat	3		3-6		
		12		1000				19		EGRET+1	Blazing Heat	3		3-6		

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Epilog

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• Body
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• Large mobile weapons

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• Epilog | Map | Acquired Parts | Allies | Enemies

Epilog

Epilog and...	Victory Condition: Defeat all enemies	
	Defeat Conditions	-
	Rewards for the operation	-
	Select the unit to be deployed (From the second lap onwards)	Storm
		Selected sortie: Rain / Champ / Odd Eye / Gray

• The HP of friendly units will never reach 0, so their parts will never be destroyed (and therefore they will never be shot down).

map

terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	No entry	0%	-		-	-	-

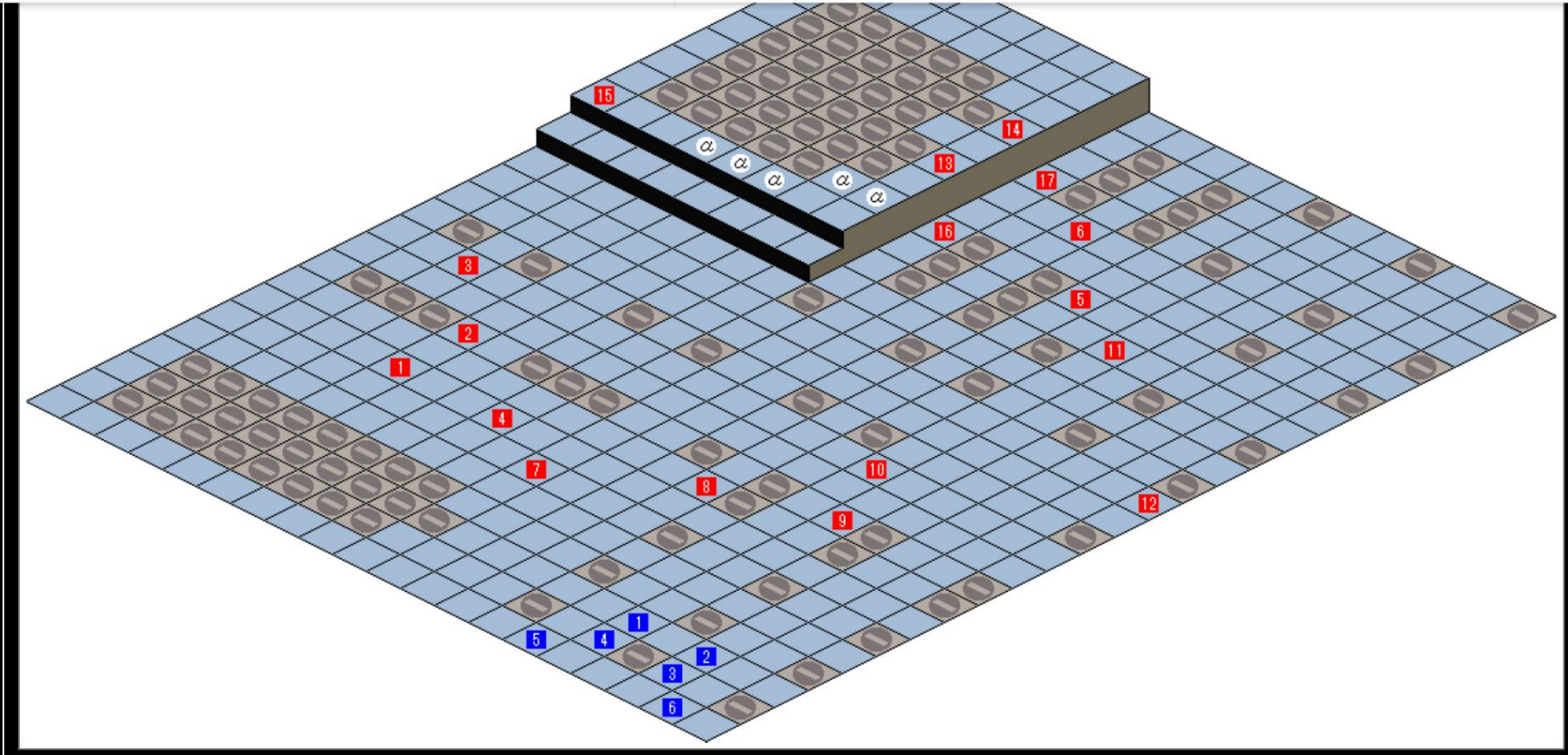
terrain	name	Terrain effect Fruit	Normal	Hover	Tank	Tire	
	Snow "Night"	8%	3		2	3	2

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• When the Storm aircraft reaches the target point (map ÿ), 5 enemy reinforcements (enemies 13 to 17) appear.

• You can gain experience points, so it's a good idea to train low level pilots.

Up

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• none

Up

Ally

No.	Name	PILOT Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP	Body	WEAPON Body	Attribute Bullet Range			ITEM	Osamu Reason for
			Short		Short				L. Arm	L.Grip					
			Long		Long				R. Arm	R.Grip					
			Agility		Agility			Move	Legs	L. Shoulder					
										R. Shoulder					
1	Storm						WOLF HEAD								-
2	Rain						BLUE IRIS								-
3	Oddeye						WILD CAT								-
4	Champ						CLAYMORE								-
5	Gray						CRUSADER								-
6	Tornado (NPC)	33				---	ZENITH-ÿ	Blazing Heat	240	---					-
		14		1450		---			180	HEXA G3+1 Penetration -			2-4		
		36		7000		---			180	FV-24B+1 penetration -			1-1		
		26		4500		---			228	DONKEY DX Hot		2	4-8		
		20		3000		---		—–		---					

Up

enemy

No.	Name	PILOT Level State	Fight	Exp.	Fight	Skill	MACHINE Name	Attribute HP	Body	WEAPON Body	Attribute Bullet Range			enemy Attack Break Bo Na vinegar
			Short		Short				L. Arm	L.Grip				
			Long		Long				R. Arm	R.Grip				
			Agility		Agility			Move	Legs	L. Shoulder				
										R. Shoulder				
1	Missile	31				---	VALIANT	Penetration	324	---				-
		16		1850		---			192	ARM PUNCH Impact -			1-1	
		16		1900		---			192	ARM PUNCH Impact -			1-1	
		34		6450		---			240	Donkey DXÿFire		Four	3-6	
		twenty-one		3200		---		16		PARAINA	Blazing Heat	Four	4-6	

others

• Parts availability list

Note

• Tips and tricks

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Up

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• Mission30/figure

• Mission10A/figure

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2016-03-20

• Arena/Opponent M-26 ÿ33

• Arena/Opponent M-09 ÿ16

2016-03-18

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2016-03-16

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- Mission 50
- Mission 49
- Mission 48
- Mission 47

No.	Name	State	Pilot Level	Exp.	Fight / Short / Long / Agility	Skill	Name	Attribute HP / Move	Body: L. Arm / R. Arm / Legs	Body: L.Grip / R.Grip / L. Shoulder / R. Shoulder	Attribute Bullet Range			Attack Break Bo Na
2	Missile		31			--- --- --- --- ---	VALIANT	324		---				-
			16	1850				192	ARM PUNCH Impact	-			1-1	
			16	1900				192	ARM PUNCH Impact	-			1-1	
			34	6450				240	Donkey DXÿFire			Four	3-6	
				3200				16	PARAINA		Blazing Heat	Four	4-6	
3	Missile		31			--- --- --- --- ---	VALIANT	324		---				-
			16	1850				192	ARM PUNCH Impact	-			1-1	
			16	1900				192	ARM PUNCH Impact	-			1-1	
			34	6450				240	Donkey DXÿFire			Four	3-6	
				3200				16	PARAINA		Blazing Heat	Four	4-6	
4	Missile		31			--- --- --- --- ---	VALIANT	324		---				-
			16	1850				192	ARM PUNCH Impact	-			1-1	
			16	1900				192	ARM PUNCH Impact	-			1-1	
			34	6450				240	Donkey DXÿFire			Four	3-6	
				3200				16	PARAINA		Blazing Heat	Four	4-6	
5	Missile		31			--- --- --- --- ---	VALIANT	324		---				-
			16	1850				192	ARM PUNCH Impact	-			1-1	
			16	1900				192	ARM PUNCH Impact	-			1-1	
			34	6450				240	Donkey DXÿFire			Four	3-6	
				3200				16	PARAINA		Blazing Heat	Four	4-6	
6	Missile		31			--- --- --- --- ---	VALIANT	324		---				-
			16	1850				192	ARM PUNCH Impact	-			1-1	
			16	1900				192	ARM PUNCH Impact	-			1-1	
			34	6450				240	Donkey DXÿFire			Four	3-6	
				3200				16	PARAINA		Blazing Heat	Four	4-6	
7	Attacker		30			--- --- --- --- ---	ELDOS	228		---				-
			14	1300				156	FV-24B		Penetration	-	1-1	
			35	6800				156	FIRE BIRD		Penetration	-	2-4	
			14	1300				204	Donkey DXÿFire			Four	3-6	
				3200				18	---					

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No.	Name	State	Fight / Short / Long / Agility	Exp.	Fight / Short / Long / Agility	Skill	Name	Attribute HP / L. Arm / R. Arm / Legs / Move		L.Grip / R.Grip / L. Shoulder / R. Shoulder	Attribute Bullet Range			Body / Attack / Break / Body / Name
8.	Attacker		30			---	KORROD		228	---				-
			14		1300	---		Penetration	168	ÿÿÿÿÿÿ MG penetration -			1-1	
			35		6800	---			168	ÿÿÿÿÿÿ MG penetration -			1-1	
			14		1300	---			216	---				
			____		3200	---		19		---				
9.	Attacker		30			---	ELDOS		228	---				-
			14		1300	---		Penetration	156	FV-24B	Penetration -		1-1	
			35		6800	---			156	FIRE BIRD	Penetration -		2-4	
			14		1300	---			204	Donkey DXÿFire	Four		3-6	
			____		3200	---		18		---				
10.	Attacker		30			---	KORROD		228	---				-
			14		1300	---		Penetration	168	ÿÿÿÿÿÿ MG penetration -			1-1	
			35		6800	---			168	ÿÿÿÿÿÿ MG penetration -			1-1	
			14		1300	---			216	---				
			____		3200	---		19		---				
11	Attacker		30			---	ELDOS		228	---				-
			14		1300	---		Penetration	156	FV-24B	Penetration -		1-1	
			35		6800	---			156	FIRE BIRD	Penetration -		2-4	
			14		1300	---			204	Donkey DXÿFire	Four		3-6	
			____		3200	---		18		---				
12	Attacker		30			---	KORROD		228	---				-
			14		1300	---		Penetration	168	ÿÿÿÿÿÿ MG penetration -			1-1	
			35		6800	---			168	ÿÿÿÿÿÿ MG penetration -			1-1	
			14		1300	---			216	---				
			____		3200	---		19		---				
13.	Attacker		30			---	INNOVA		600	---				-
			14		1300	---		Penetration	-Large Unit- (No Parts)	LONG FORCE Penetration / Hot Heat			6-9	
			35		6800	---				INNOVA MG Penetration -			1-1	
			14		1300	---				---				
			____		3200	---		16		---				

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No.	Name	State	Fight / Short / Long / Agility	Exp.	Fight / Short / Long / Agility	Skill	Name	Attribute HP / Move	L. Arm / R. Arm / Legs	L.Grip / R.Grip / L. Shoulder / R. Shoulder	Attribute Bullet Range			Break Bo / Na
14	Attacker	30	14	1300	--- --- --- --- ---		INNOVA	Penetration	600	---				-
			35	6800					-Large Unit- (No Parts)	LONG FORCE Penetration / Hot Heat			6-9	
			14	1300						INNOVA MG Penetration -			1-1	
			_._	3200				16		---				
15	Attacker	30	14	1300	--- --- --- --- ---		INNOVA	Penetration	600	---				-
			35	6800					-Large Unit- (No Parts)	LONG FORCE Penetration / Hot Heat			6-9	
			14	1300						INNOVA MG Penetration -			1-1	
			_._	3200				16		---				
16	Attacker	30	14	1300	--- --- --- --- ---		INNOVA	Penetration	600	---				-
			35	6800					-Large Unit- (No Parts)	LONG FORCE Penetration / Hot Heat			6-9	
			14	1300						INNOVA MG Penetration -			1-1	
			_._	3200				16		---				
17	Attacker	30	14	1300	--- --- --- --- ---		INNOVA	Penetration	600	---				-
			35	6800					-Large Unit- (No Parts)	LONG FORCE Penetration / Hot Heat			6-9	
			14	1300						INNOVA MG Penetration -			1-1	
			_._	3200				16		---				

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